The Macintosh Magazine for Graphics, Multimedia, and Small Business Users

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The Alternative Macintosh Magazine™

May/June '99

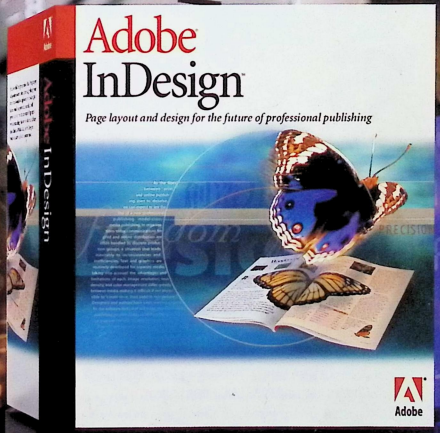
THE "WIGGY" AWARDS FOR THE TOP 10 MAC WEBSITES

SCOTT'S ADVICE FOR MAC USERS ON "THINGS NOT TO DO!"

APPLE BUMPS UP THE iMAC TO 333MHz EARNS $137 MILLION, AND KEEPS KICKING BUTT! READ ALL THE GOOD NEWS INSIDE!

HOW-TO COLUMNS ON PHOTOSHOP METACREATIONS PAINTER DIRECTOR FILEMAKER PRO MAC OS 8.5 ADOBE AFTER EFFECTS

MAC NEWS SCOOPS, GOSSIP AND REVIEWS



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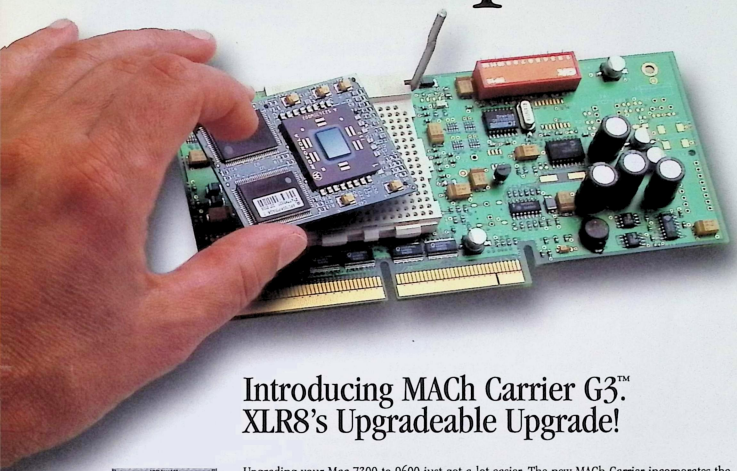

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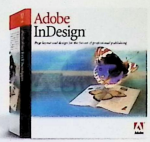
features



44 A FIRST LOOK AT ADOBE INDESIGN
I've heard it said 100 times, "I love QuarkXPress the program, I hate QuarkXPress the company." And for years I've heard designers say "If there was something better out there, I'd switch in a heartbeat" and for years no one switched. Here's a first look at Adobe's new high-end page layout application "InDesign." This is where countless tales of Quark's arrogance and indifference towards its customers are about to catch up—in a heartbeat.

42 THE "WIGGY" AWARDS FOR THE TOP 10 MAC WEBSITES
Don Wiggins, who was reportedly the inspiration for Celine Dion's bluesy new hit single "Don't stomp on my stanky big toe," honors his picks for the 10 best Macintosh Websites with a "Wiggy" award. Don says it was really tough narrowing it down to just 10, especially since at least 16 Websites sent him special "consulting" fees to help him choose.

78 THINGS NOT TO DO
Sometimes, the best advice isn't on what should you do, but rather what not to do. This issue Scott shares some sage advice on "Things Not To Do." But here's a few he forgot to include: Don't buy any software product whose installation instructions mention "the C drive." Don't buy any hardware product that mentions "includes Sound Blaster card," and don't hire Steve Jobs as a part-time consultant unless you're ready for career change.

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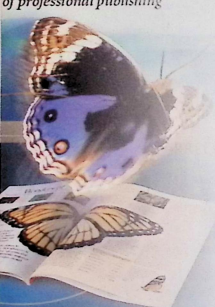

columns

22 NEWS FROM APPLE

OK, so Apple posts a huge $135-million quarterly profit. But they're not out of the woods yet! (Actually, they are, but I just wanted to see what it would feel like to be an editor for a PC magazine. They use that "Apple's not out of the woods yet" line all the time.)

16 NEWS, GOSSIP, AND OTHER COOL STUFF
The talk is that they might split Microsoft into two separate units to appease the Justice Dept. One would be in charge of copying Apple's ideas and the other would be in charge of making the public think it was Microsoft's idea in the first place.

26 THE ENEMY CAMP by Dr. Richard Hallmark
Rick looks at the new open operating systems (like Linux and Mac OS X) and poses the question "Is Microsoft Running Scared?"Right after Rick wrote this editorial, a big black GMC Surburban stopped at Rick's house, some dark-suited men jumped out, grabbed Rick, and we haven't heard from him since.

62 FILEMAKER ESSENTIALS by Jeff Pagano
This time Jeff Pagano interviews the most prolific FileMaker Pro plug-in author, Peter Banaan. And no, prolific is not a naughty word.

24 PRESENT AT THE CREATION by Don Crabb
Don's column looks at why venture capitalists should look beyond Silicon Valley but seldom do. Especially when it's painfully obvious that the new "Silicon Valley" is Dunedin, Florida. That's where the action is. Right across from the Kentucky Fried Chicken.

51 MAC TO BASICS
Jeff Hemmel's beginner's column looks at "How to keep your Mac smiling." Jeff says just make sure your Mac is positioned so it can "see" a Windows machine. When it sees the constant parade of consultants, repairmen, and tech support calls needed to keep that Windows machine running, trust me, it'll be smiling.

28 THE BACKDOOR by John Halbig
John looks at "Conceding Success" and the end of Apple's (Guy Kawasaki's) EvangeList. I guess after six quarters of multi-million dollar profits, even the PC crowd realizes that Apple isn't going out of business.

57 DIGITAL VIDEO VIEW
This issue, Rod "MacDaddy" Harlan asks the question "Should I upgrade?" Next issue Rod asks "Should I buy food" followed by "Should I continue breathing?" and other questions you already know the answer to.

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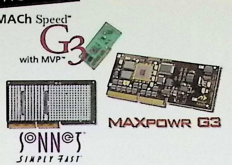

47 THE HIDING PLACE

With all the new computer users buying iMacs, Bill figured this would be a good time to share some important keyboard shortcuts. Here's one he almost forgot: If you attach one end of a set of jumper cables to your car battery, and the other end to a Hormel meat-substitute, then crank your car's ignition—it zaps your spam. You should do this every 120 days whether it needs it or not.

60 THE DIRECTOR'S CHAIR

This issue's Macromedia Director column looks at "Creating pull-down menus to perform functions by mouseclicks." I'm assuming Director people will have some idea what this means. They will, right?

58 AFTER EFFECTS TIPS AND TRICKS

Chad's topic this time is "Hanging 10 on the 4.0 waveform" In reality, he's just showing how to use two new filters in AE 4.0, but if we said the topic was "Learning two new filters" there'd be no cool surfing metaphor and we'd lose precious newsstand sales to teens. And that would be bogus. Dude.

38 INSIDE MAC OS 8.5 by Maria Langer

Maria Langer delves deeper into Mac OS 8.5 and teaches you how to control your Control Strip and make it your slave. Any joke I make at this point can only bring a hailstorm of angry letters, so we'll just leave it at that.

59 MACINTOSH AND MUSIC

The title for Kevin's MIDI column this issue is "The good, the bad and the really difficult." Which sounds like an obvious reference to "Macintosh, Window 98, and Windows NT."

53 UNDER THE HOOD

Lunetta and Howe share more cool JavaScripts, and complete yet another JavaScript column without even one gratuitous coffee reference. I admire their choice of not stooping to that sort of literary crutch which is so common these days. Bravo—these two are really a couple of good beans.

49 ADOBE PHOTOSHOP TIPS

How to add a realistic Motion Blur to an image, and electively apply it where you need it. If that doesn't sound exciting, really, what does?

46 FILEMAKER PRO TIPS by Kevin Brislin

This time it's "Snap, Crackle, and pop-up lists." Next issue it's "They're always after me Lucky Checkboxes," followed by "Silly ruler, tabs are for Kids."

departments

10 EDITORS' NOTE

Scott now admits it. He was wrong when he cheered Apple's decision not to put a floppy disk drive in the iMac. When did Scott realize this? The evening his iMac arrived.

12 EMAIL (LETTERS TO THE EDITOR)

Here's some feedback from our readers, and we didn't publish one single letter from a PC weenie. Oh, they sent in letters all right, but after we removed the cuss words, all that was left was "Dear Editor."

14 CALENDAR OF EVENTS

If it's happening in the Macintosh arena, there's a 50-50 chance it's listed here.

21 OUTSPOKEN

This used to be where we'd print all the awful things other people were saying about Apple. Now either they love Apple, or they're scared of angering "The Steve." Either way, I like it much better now.

56 DV NEWS

Rod says there's some cool new After Effects plug-ins. And we said, "Hey, that'll fill a page, let's run it!"

41 READER PROFILE

Each issue we profile a cool Macintosh user. This issue we're proud to profile Guy Vardaman, StarTrek.com Webmaster and god to millions.

52 THE GREAT SHAREWARE SEARCH

The search continues with some freeware for you couple dozen users of the Web out there.

25 REPORT FROM MACCENTRAL ONLINE

MacCentral Online gives you a quick look at what's been happening. And thanks to Apple, it's all good stuff.

50 PAINTER TIPS AND TRICKS

David Roberts, who lists in his résumé the ability to "Shag like a minx," is back and shows you how to create mosaics in Painter 5.5.

23 MACS IN EDUCATION UPDATE

Dennis Sellers takes a look at the latest Mac products for the education market. It's very educational (sorry).

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Reviews

35 MACROMEDIA DREAMWEAVER

If you're into high-end Web design, I believe this can get you through the night-hite. (Did anybody even get that joke?)

31 AGFA'S iG80 DIGITAL CAMERA

The quality keeps going up, the prices keep comin' down. It's a great time to be alive.

33 WEBSAVANT

This is what you call an idiot savant after he gets a cable modem.

34 ADOBE AFTEREFFECTS 4.0

It's been said "AfterEffects is to Digital Video, what Photoshop is to Print and the Web." Of course, this was phrased a bit differently when it appeared as a question on an I.Q. test.

36 iPORT and iMATE

Do you need to connect stuff to your iMac? No, then don't read this review.

36 ENTREGA HUB

A USB hub for iMacs. (Is it just me, or would Entrega make a great name for an Acura?)

37 CONTOUR UNIMOUSE

Do you like your iMac mouse? Of course not, nobody does. That's why this came along.

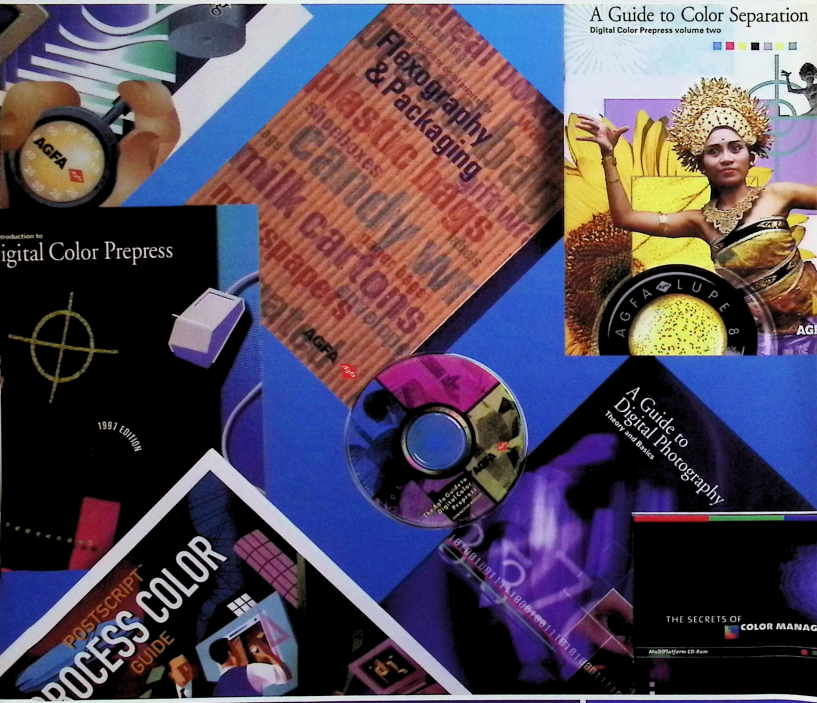
32 ADOBE IMAGEREADY

This could be the most affordable professional level solution for creating Web graphics. Well, it could be.

30 EDIT DV

If it has the letters "DV" anywhere in it, the MacDaddy's going to review it. That's how we wound up with that "Dove Bar" review back two issues ago.

There's something missing from digital imaging and output (like maybe the explanation).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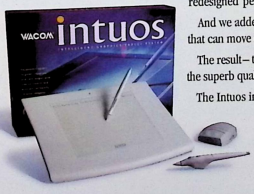

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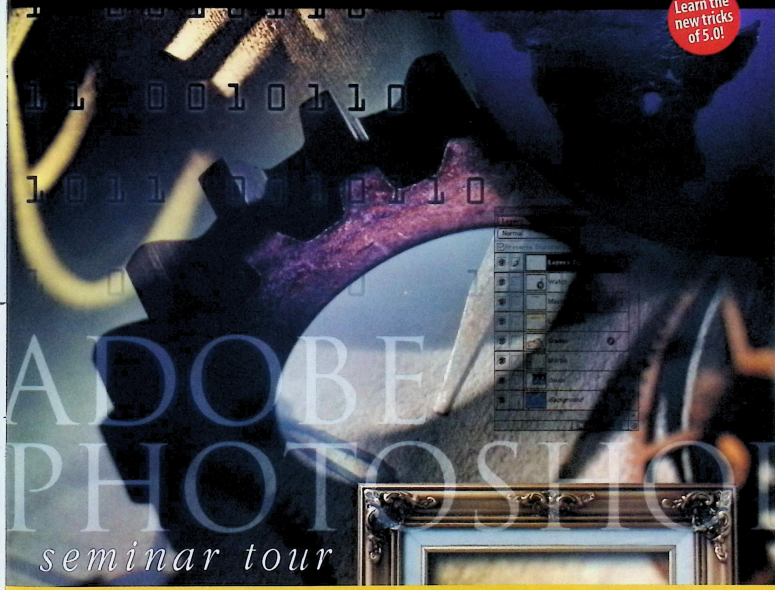

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HOW WE DO IT
Frankly, I'm not sure, but it always starts with a brilliant flash of light, followed by the overpowering aroma of what smells like a wet squirrel. Then we see the happy Mac and off we go!

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EDITORS' NOTE

I'm about to admit something I'm not very proud of. I miss my floppy disk drive. I know, I know, when Apple introduced the iMac I was one of the first in line to sing their praises for finally acknowledging that the floppy disk is obsolete. I loudly applauded Apple's decision to omit the floppy drive when it introduced the iMac, and saw it as Apple once again making a bold, innovative move into the future. And I still firmly believe that the floppy is a goner. But I can't believe how much frustration not having a simple, slow, outdated floppy drive has caused me.

The first time it hit me was the night of the annual *Mac Today* Christmas party and I needed to get a file off one machine and onto a PowerBook G3 (which ships sans floppy disk drive). It took us fully 45 minutes to transfer the single file, and we had to go through a number of frustrating, time-consuming hoops just to get it there (including first transferring the file from one Mac to another, then transferring from that to a Zip disk, then hooking up another external Zip, and on and on.)

But it really hit home last night. I bought a PowerBook G3 and was about to go on a business trip. I was looking forward to working on the plane, and just needed to move two files from my home machine to the new G3. Sounds simple enough. But since the PowerBook was floppyless, to get those two text files onto it, I could (a) burn a CD-ROM of the two files (all of about 40 K) or (b) I could attach an external Zip drive to my PowerBook and transfer them that way. The only problem is, my home machine has an internal Zip drive, so I can't plug it into my PowerBook. Of course, I could (c) email the files to myself, except I haven't had a chance to configure my PowerBook for the Internet yet and my ISP log-on info is on my office computer. I guess I could've (d) networked the two machines together, but I didn't have the right (read as: any) cables to connect them, so basically I was stuck. So here I am, writing this note at 39,000 feet, and I still don't have those two tiny text files on my PowerBook. When I land I can call my office, get my ISP info, configure my PowerBook, and log on from my hotel room. But if I had a floppy disk drive, this whole thing would have never been an issue.

Now, I know I'm going to get a flood of emails telling me "You could've done this," or "you should've done that," and there are certainly some workarounds that would've gotten those two files onto my PowerBook, but I just couldn't think of them at the time (it was late, I was tired, etc.)

Later that evening my brother called about a buddy who has a Quadra 605 and is about to order an iMac. He asked me how his buddy can get his files from the Quadra onto his new iMac (which, as you know, has no floppy drive). Did his friend have a Zip drive? No. An email account? No (that's one of the reasons he wanted an iMac). So what could I tell him? Buy two Zip drives—one SCSI and one USB so he can make the onetime transfer? I'd lend him my Zip drive to save him the money on one end, but it's internal. Do you see where I'm going with this?

So what could Apple have done to avoid all this mess? I'd have liked to see them include the Imation drive (that uses 120-MB SuperDisks but also reads and writes standard old floppies). I first thought that including an internal Zip drive in every machine—iMac, PowerBook, G3 Tower—would help (and frankly I'd love to see that happen), but that still wouldn't get my brother's friend's files off his Quadra onto his iMac. If Apple had added the Imation drive, I would have those two files, my brother's friend could easily transfer his files, and I could have spent 45 more minutes noshing on the cheese tray at our Christmas party. So Apple, I'm with ya, the floppy disk may be obsolete, but the answer *isn't* replacing it with nothing.

Scott/Jim

SCOTT KELBY, JIM WORKMAN
Editors-in-Chief

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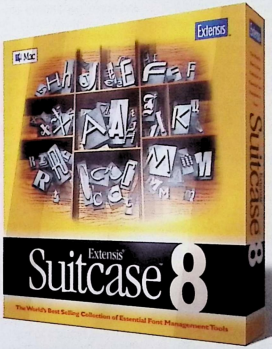

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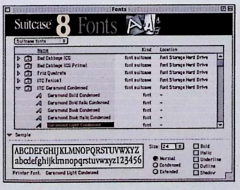

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when will they ever learn?

I don't know when I've laughed as hard reading a "Letters to the Editor" page in any magazine ever! You guys are obnoxious, thoroughly outspoken, pro-Mac—and I love it! You say all

"Stuff like this unintentionally reinforces misinformed notions about the Macintosh"

the socially unacceptable things I think about saying to my clients and associates but am too polite to say (or too scared to lose their business).

Thank you for allowing me to vicariously enjoy those who definitely do have the cojones to tell it like it is. The most hilarious thing I find is those "PC users with a death wish" that write you anti-Mac letters, and then wonder why they get nuked. Duhh!

I appreciate your admittedly biased approach and applaud your directness.

LEN WILLIAMS
lwilliams@relaypoint.net

MAN, I FINALLY FOUND Nirvana!!! I got my very first issue of *Mac Today* yesterday and couldn't put it down. I am 41, a Mac-addict and experienced PC hater. I LOVE that you have the honesty to say it like it is.

I tell people ALL the time how much PCs suck and they just give me this dumb look, and then I know they'll NEVER get it. But you guys have it! I am overly excited right now so please excuse my babble. I have gotten *Macworld* for years, *MacHome* forever, and even *MacAddict*, but your magazine actually has real-world useful info, plus you guys bash PCs. I am LOVIN' IT!

EssBeeP@aol.com

Dear EssBeeP:
Now, you know we don't ever come out and actually say "PCs suck." We do come awfully close though.

taking the mac heat

I work with a few guys that are into PC computing and they taught me a lot (mostly useless info because it was about recovering after a hard drive crash and other PC-specific problems), but when my Mac arrived, so did the Mac jokes.

After learning more and more about the Macs I was able to start defending myself. Except for this one guy (his name is Don Myers), who I still have friendly debates with. (He is a nice guy and occasionally he agrees with me.) He knows a lot about computers and gives me a hard time about Macs almost daily.

So last October I purchased a copy of your magazine for a little reading material and I immediately subscribed. So far I only have one complaint, it needs to be more like...daily or evenly hourly. I read every issue at least three times cover to cover the day it arrives. I am hooked and I need more. I think every aspect of the magazine is great and informative.

Thank you for helping me defend myself against the vicious PCers. Because of your magazine, I have been able to shoot down a few of these people with their outdated info and Apple inaccuracies.

JOSEPH MURPHY
philmccrackn@earthlink.net

macintosh solitaire

While I enjoyed reading Scott Kelby's article, "Life after switching to Macintosh," (March/April '99 issue) I could not disagree more with his description of the piece (in the table of contents) about having to kick the Solitaire habit when you switch to Macintosh.

I don't understand why Scott made those statements when he must know that the shareware version of *Eric's Solitaire* is on the Mac OS 8.5 CD. (My wife's favorite is MacSoft's "Absolute Solitaire.")

The reason I raise concern is that it was brought to my attention by a coworker—a potential PC to Mac convert—who was perusing my copy of *Mac Today*. While it sounds like tongue-in-cheek to me, people not familiar with Macintosh computing still believe it to be a life of deprivation.

Stuff like this unintentionally reinforces misinformed notions about the Macintosh.

Nuff said. Keep up the good work.

LARRY PATTERSON
Lancaster, CA
pattersl@inreach.com

Scott Responds:
Our Table of Contents is always written mostly for laughs. In fact it's generally the part of the magazine that gets the most "atta-boys" from our readers and they've come to expect it to be a bit off-the-wall (it's where I do some of my best PC-bashing).

However, in most cases, even though I'm going for laughs, there's often a bit of a truth in some of the messages, and you picked up on a perfect case in point.

The problem is that although the shareware version of Eric's Ultimate Solitaire (which is an excellent Solitaire game) comes bundled on the Apple OS CD-ROM, on Windows the Solitaire game is a much more tightly integrated part of the Windows operating system than Internet Explorer will ever be (regardless of what Microsoft is trying to tell the Judge in the case). And if you've ever stood in the back of an airliner at 33,000 feet looking at dozens of PC laptops, all playing Windows Solitaire, you'd swear that Solitaire is not a PC game, but it's actually their Operating System. ;-)

high imac return rate at compUSA?

When I tout the increased sales and gloat about PC users being tinkerers and Mac users getting stuff done, I was recently greeted with only one possibly accurate criticism. I was told that at CompUSA the Macs are returning as fast as they WERE going out. Any truth in this?

My experience with CompUSA is the same as David Pogue's as he wrote in the March, '99 issue of *Macworld*. "I've yet to run into anyone there who knows the first thing about a Mac or isn't more interested in steering people toward those other machines." We all know that Macintosh marketing is next to zero, but is there any truth that there are problems with the new iMacs or the new G3s?

FRANK DONNELLAN
drifter1@earthlink.net

Frank, as with any computer product, I'm sure there are iMacs that are returned to CompUSA for a variety of reasons; but obviously if for every one they sold, one came back, they would have stopped selling iMacs about eight months ago, and as you know iMac sales are still going through the roof.

However, I can tell you this: We have a number of iMacs (in the Mac Today offices and at home) and we haven't had even one go down or go in for repairs of any kind. I can also tell you this, I'll bet the person who told you that "story" about the iMac returns was a PC user, and not somebody from CompUSA's Apple Store Within a Store dept.—Ed.

G3s can't run photoshop?

I agree with you guys about the new G3s being smoking computers but there is one little (BIG) catch: The industry speed champ ATI RAGE card in the G3s. Everyone is writing articles on how great the new machines are, but they can't run graphics applications without disabling the ATI graphics accelerator extension!

Am I the only person in the Mac universe who has noticed that Apple is packaging a $50 rebate coupon for Adobe Photoshop 5.0 but when you buy it, it will not work without freezing up?

If you don't know what I'm talking about open Photoshop 5.0.2, make sure your graphics card is on, monitor set to millions of colors, zoom in to 1600%, and try to use the hand tool to scroll around the page. My computer freezes every time! The only "fix" is to set the monitor to thousands of colors (OK for surfing the Web, not OK for producing art and making a living) or to turn off the ATi extension.

Apple needs to fix the problem, or send everyone with the new G3s a video card that works properly!

CHRISTOPHER E. GENTRY
jedinite@gte.net

is the imac expandable enough for me?

I am using the office computer because as yet I do not have one of my own and the more I read and the more I hear the more confused I get. WHY??? Well, according to the local dealer, the iMac has everything a person would want (unless they are a computer freak who has to have the biggest, best, most expensive and most programs, around, etc.)

Then, I have my friends who say that unless I get a computer that has a floppy, has upgrade capability and availability for outside hookups (forgive me for not being computer literate with all the wordage) that I will be sorry. They say I should have one built for me so I can keep upgrading it to be faster. SO....after listening to all this, and not knowing that much about computers, all I can say is...what do I do?

I would greatly appreciate some good advice from someone other than a dealer trying to sell the product. I am amazed that I fell in love with the look and colors after being the first to say how ugly it looked when I first saw a picture of it.

PENNY LEVASSEUR
cdc@ainop.com

Penny:
Here's my advice: Buy the iMac. You'll love it. It's everything you say you want in a computer (even though not everything your friends want in their computer. Don't sweat it, you're not buying a computer for them, you're buying it for you.)

Also, the vast majority of computer buyers NEVER upgrade their computers. They don't add expansion cards, they don't add bigger hard drives, they don't need expandability, they just need a computer that will run their money management programs, games, and give them access to the Web. Your iMac will do all that, and much more without any expansion necessary. Most consumers are terrified of even opening their computers and glancing inside (with good reason) and you can rest assured that even if you buy the biggest, most expandable PC out there, chances are you'll never use that expandability (but the idea of expandability is a great marketing technique, and it sells a lot of expensive computers to people who will never need it). This Christmas, I personally saw fully configured PCs (with 17" monitor, color printer, modem, etc.) for $599, yet the iMac outsold every single one of them by a mile, even though it costs over twice as much. Why? It's that much better. And shortly after you buy yours, you'll know why.—Ed.

the imac needs a floppy

I just bought an iMac last month and wanted to offer a couple of opinions:

I have had Macs in the house since about 1988. I used to transfer files from my Performa to my PowerBook using a LocalTalk network. Not any more!! The only way I can transfer material between my iMac and my older machines is to use my old 14.4-K modem to email myself my older files.

It has been less than pleasant transferring 300 MB in chunks small enough to slip past my ISP's max file size limit at 14,000 bps, and then reassembling it all on the other end.

The floppy disk is still going to be around long enough to make its exclusion from the iMac more misguided than enlightened—there are better ways to trim $100 from the price of the iMac.

SCOTT GOODWIN
sgoodwin@charleston.net

experiencing pc bias firsthand

After many years in the dark ages, we finally bought a computer six months ago! With much talk from our Mac guru we bought a G3 mini tower.

At first, I was really scared that we made a mistake and bought the "wrong" brand, but not now!! We know another couple like ourselves who shortly after we got ours bought a PC and it was a "much better deal" (cheaper!) and they can't even keep it from locking up on their Solitaire game!!

We're already running into the bias against the Mac that PC users all seem to share! At our local computer supply place (Staples), the saleswoman launched into a rant about how the iMac was junk! Then she went on to how we could never use a chat room, I said "You must be running it like a PC instead of a Mac!" By this time she was spouting out all sorts of computer jargon and nearly screaming at us, I said "That makes no sense to me, and I don't need to know all of that."

By this time she was blue and shaking, so I just said "All I came in for was an ink cartridge and Wal-Mart sells the same thing!! It is so stupid of Staples to let their employees act this way, I could've come in to buy a $500 desk! What's their problem? Too much time on hold???

ROBERT BURKHART
DBApfelKopfs@cyberzane.net

see, we really do care

I had the print copy of the *Mac Today* Jan/Feb issue around the house for weeks, because I planned on trying out the JavaScript stuff from your "Under the Hood" column. Of course, when I finally found the time to experiment, I couldn't find the magazine! Doh!!

So I checked your Website, expecting to be disappointed (like other mags, not yours) but lo and behold the whole freakin article is online. I am so happy—thanks for thinking of your readers and not just advertisers all the time.

Keep up the good work.

CRAIG HARVIEUX
CHarvieux@kar.sunsrce.com

MACCALENDAR

COMPILED BY JIM WORKMAN, SACRED KEEPER OF THE CALENDAR

Adobe Photoshop Seminar Tour '99

May 1, 5, 22, and June 24

The nation's most popular Photoshop seminar makes its next stop in **Chicago** on May 1, **Richmond** on May 5, and **Nashville** on May 22. The seminars, produced by KW Computer Training and sponsored by the National Association of Photoshop Professionals, are designed to teach you the real-world tips and tricks the pros use to get the most from the time they spend in Photoshop. Sessions include Mastering Layers, Scanning/Halftones, Down and Dirty Tricks, Photo Retouching, and Designing Web Graphics.

KW takes its new seminar, *Photoshop Level Two*, to **Boston** on June 24. This more advanced day covers Collaging like a Pro, Advanced Selection Techniques, Tricks and Special FX, and Wowing them on the Web.

Tuition for the full-day events, including all seminar materials plus a bonus goodies disk, is just $99. Each attendee also receives a free copy of *Photoshop User*, an in-depth how-to magazine. To reserve your seat today, call 800-201-7323 or 727-733-6225. For more info visit their Website: **www.photoshopuser.com/pstour.html**

Computer & Office Technology Showcase

These two-day trade shows are excellent for anyone into computers, networking, the Internet, and multimedia—or if you just love to see the latest computer hardware and software solutions. Besides the trade show floor (open to the public), there are a number of seminars, both free and fee-charged, covering topics from Photoshop training to Local Area Networking. The next stop will be in **Richmond** on May 4 and 5, **Novi**, Michigan on May 18 and 19, and **Orlando** on May 30 and 31. In June they travel to **Atlanta** for a two-day show on June 30 and July 1. Call 503-234-1552 for more details or visit **www.techshows.com**

MACWORLD Expo/ New York

July 21–23

Jacob J. Javits Center

New York City

This summer's MACWORLD Expo returns for a second time to the Big Apple.

MACWORLD Expo/New York will feature a 20,000-square-foot exhibit by Apple, in addition to more than 250 exhibits by partners and developers. MACWORLD Expo/New York '99 will continue its two User- and Pro-series conference programs and will feature a Town Meeting in which industry experts, key analysts, and Apple executives will address the state of the Macintosh platform and emerging technologies.

MACWORLD Expo offers professionals and consumers alike the opportunity to discover the latest developments and hottest products these markets offer. For more information on MACWORLD Expo call 800-645-EXPO or visit the Website at **www.macworldexpo.com**

SIGGRAPH 99 Conference & Exhibition

August 8–13

Los Angeles Convention Center

Los Angeles, CA

SIGGRAPH 99, the 26th International Conference on Computer Graphics and Interactive Techniques, will be held August 8–13 at the Los Angeles Convention Center. In addition to the conference technical program, the event will include the world's largest exhibition of computer graphics and interactive products and services. For more information check out the SIGGRAPH Website, **www.siggraph.org/s99/index.html**

Seybold San Francisco 99 21st Century Publishing

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May 5
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May 22
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Nashville, TN
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June 24
ADOBE PHOTOSHOP SEMINAR TOUR '99
Boston, MA
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July 21–23
MACWORLD Expo/New York
Jacob J. Javits Center
New York City
800-645-EXPO
www.macworldexpo.com

August 8–13
SIGGRAPH 99 Conference & Exhibition
Los Angeles Convention Center
Los Angeles, California
www.siggraph.org/s99/index.html

August 30–September 3
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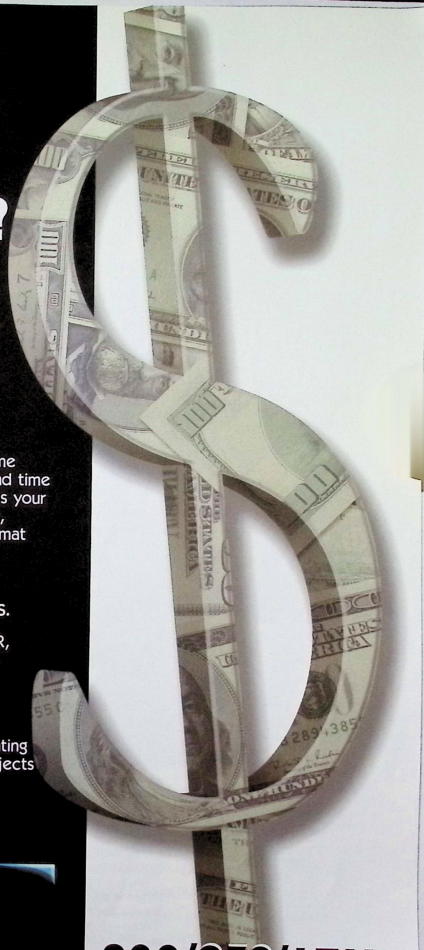

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super scoops!

IT'S A PC CRASH-FEST DURING ADOBE'S KEYNOTE AT SEYBOLD

All eyes were on Adobe Systems during Seybold Boston's keynote speech where Adobe showed the crowd their long-awaited high-end page layout program "InDesign," and the new Adobe "GoLive" high-end Web design program. Adobe used both a Mac and a Windows NT-based system. Unfortunately (for both Adobe and Microsoft), the NT system kept crashing. In fact, it crashed so many times that Adobe actually had to stop their presentation, and switch back to a blue Power Macintosh G3 tower where the rest of their demos were conducted, without incident. You'd think Adobe would have learned by now—when it really counts, you've got to use a Macintosh.

APPLE OFFERS SOME SWEET FREEBIES TO NEW POWERMAC G3 BUYERS

Apple's running a promotion (which started April 2, 1999) that lets you pick your choice of either a free internal Zip drive or a free internal 56-K modem when you buy a Power Macintosh G3 before June 27, 1999.

Apple says the freebie deal is for people who buy "a Power Macintosh G3" (which means not an iMac, not a G3 PowerBook, it's gotta be one of those blue G3 towers). They've also got another deal where you get a $100 rebate if you buy an Apple 17" studio display in the same time frame as the Power Mac G3 deal. For more details visit www.apple.com/promo/g3promo/.

QUICKTIME MOVIE TRAILERS GET HOT!

Since the success of the Star Wars Prequel download, Apple is putting even more movie trailers online (categorized by studio) in QuickTime format at www.apple.com/quicktime/trailers/ mt

MACINTOSH NEWS

plus gossip, scoops, and other cool stuff!

BY SCOTT KELBY

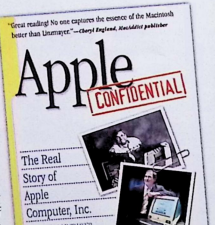
PC users have "A new reason to hate their life"

One of our readers brought our attention to a humorous article that appeared in the San Francisco edition of *Computer Currents*, (a regionalized tabloid for computer users). The article, "Fresh Start, Fresher Problems: Reinstalling Windows gives you a whole new reason to hate your life," details the problems its author, Lincoln Spector, ran into while trying to reinstall Windows 98 after being plagued with bugs and problems.

It's very well written and he did a great job of keeping his sense of humor while detailing his Windows 98 nightmare (he probably should be a Mac user—a "funny PC user" is an oxymoron). His opening line pretty much said it all, "Windows is a fertile, life-sustaining environment. Bugs multiply there." I love this guy! As he goes through his trauma story, he even writes "Yes, I know I could switch to a Mac, but no one's ever called me a quitter." He's right, why take the easy way out when you could spend all that time troubleshooting?

All in all, it's an eye-opening, hilarious, great Apple ammo article you'll love written by a really great writer. Read it at http://www.currents.net/magazine/national/1702/gigg1702.html.

New Apple "Tell-all" book really tells all


"Great reading! No one captures the essence of the Macintosh better than Linzmayer."—Cheryl England, MacAddict publisher
Apple
CONFIDENTIAL
The Real Story of Apple Computer, Inc.
BY OWEN W. LINZMAYER

A testament to what a special company Apple Computer is, and what an impact they've had on computing as a whole, is the fact that people continually keep writing books about them. And the brand new book by veteran Macintosh journalist Owen Linzmayer may be best, most complete, and most enjoyable Apple book ever.

The book is called *Apple Confidential: The Real Story of Apple Computer, Inc.* (Published by No Starch Press, ISBN 1-886411-28-X, $17.95) and Linzmayer starts back at the very beginning chronicling every Apple triumph and misstep along the way, complete with detailed time lines for almost every major Macintosh product.

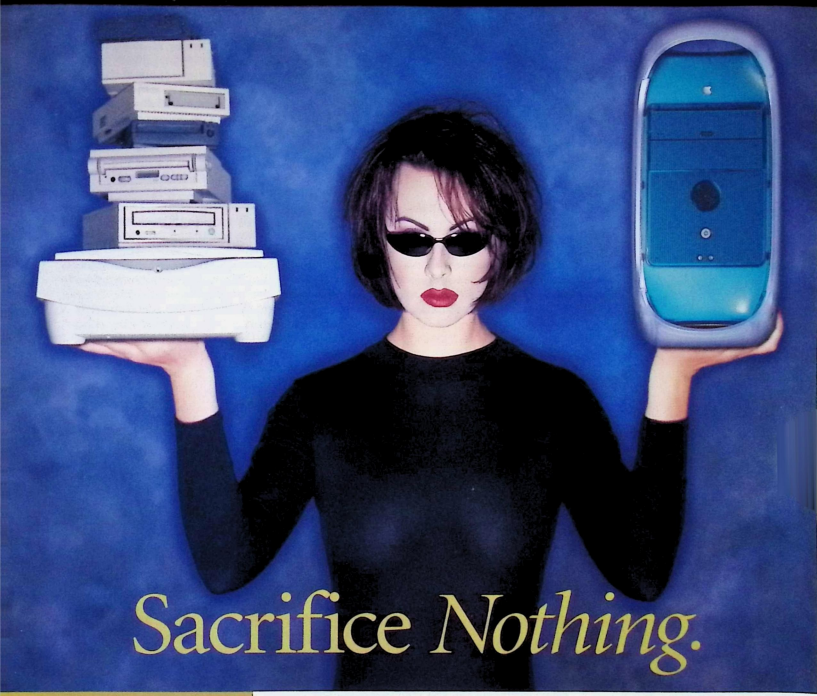
The book is packed with history, anecdotes, and insider stories that give you some real insight to the inner workings of one amazing company. But what I found most fascinating in this book are the quotes from key players from Apple's history that adorn nearly every page. These quotes alone are worth the price of the book and I found myself turning page after page and just reading quotes. The amazing arrogance, confidence, genius, and stupidity that come to light in those quotes is just astounding. Every couple of pages I found myself thinking "Wow, I can't believe he said that."

The book includes articles on the rise and fall of John Sculley, Michael Spindler, and Gil Amelio (including Gil's resignation letter) and Steve Jobs' return to Apple and rise to the top as Apple iCEO. In fact it includes a lot about Steve Jobs' history, including his NeXT computer and Pixar Studios. After reading these sections you really start to get a feel for what a genius, incredible visionary, and tough negotiator Steve Jobs really is.

Another highlight of the book is all the photos, many I've never seen in any Macintosh book, that show the people, places, and technology that made it all happen. It's the most richly detailed and documented book on Apple I've ever seen, and the whole time I was reading it I kept thinking "Lindsmayer did an amazing amount of research for this book." Even Guy Kawasaki thinks, "There is no better book to learn about the company."

Overall, I think you'll find this to be an absolutely fascinating book from so many perspectives and whether you're new to the Macintosh, or a longtime user, this book is an absolute must-read.

We move the information that moves your world.™ adaptec®



Sacrifice *Nothing.*

Go ahead, upgrade to that new G3 without sacrificing the SCSI peripherals you depend on. And in case you didn't know, Adaptec® SCSI cards support Apple's old SCSI Manager and newer SCSI Manager 4.3 devices so you can connect to whatever SCSI peripheral you might be using. But it gets even better. Adaptec SCSI significantly outperforms Apple's previous built-in SCSI, enabling your Jaz, scanner, and other peripherals to operate at peak performance. So if you want to upgrade to a new blue G3 without sacrificing anything, get an Adaptec SCSI card. For more information visit **www.adaptec.com/mac.**

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gossip & scoops

PC MAGAZINE'S OWN SPEED TESTS SHOW G3 BEATS THE NEW PENTIUM III CHIP

PC Magazine was probably none too happy to report the results of their lab tests pitting Intel's new Pentium III chip (which includes the Katmai Multimedia set, which is designed to speed multimedia tasks performed on Pentium III computers) against Apple's cool blue G3 Power Mac.

In real world speed tests the G3 whipped up on the PIII in most categories. And actually, PC Magazine said it better than I ever could, "Once again, PC Magazine Labs tests with FileMaker Pro 4.01 and Adobe Photoshop 5.02 reveal that the Apple Power Macintosh G3 400 generally outperforms x86-based products—in this case, a Dell Dimension XPS T500 Pentium III." Ouch baby, that stings!

Even though these tests were conducted by a leading PC authority, you can almost count the minutes before some competing PC magazine starts conducting their own set of tests to try to refute PC Magazine's results. Of course they'll have to use totally different benchmarks and testing products (like they did the last time they pulled this trick by using the game "Quake") until they can come up with some particular testing situation that makes it look like the G3 is slower.

MACINTOSH SIGHTINGS

There's a nice big G3 PowerBook on Dave's desk on NBC's comedy "News Radio" and viewers get plenty of gratuitous shots of that huge white Apple logo. On NBC's Veronica's Closet, there's so many Macs (of every flavor) that it almost looks like an Apple infomercial.

cont. next pg.— far right column

Apple Scores Big with Star Wars Prequel Download

Apple pulled off a major marketing coup recently in its deal with Lucasfilm to make the anxiously awaited movie trailer Star Wars Prequel *The Phantom Menace* available as a "QuickTime only" download from Apple's Website, even before it was shown in actual theaters.

Well the force was certainly with Apple, as their idea wound up being the largest one-day download in the history of the Web with over one million copies downloaded in the first 24 hours. The kicker for Apple (besides driving millions to their Website) is the fact that you had to have Apple's QuickTime 3 (for Mac or Windows) to view the trailer. So thanks to this plan, millions of Windows users are now using an Apple product to view the videos, and getting a taste of what Apple's amazing QuickTime technology can do. So far over eight million people have downloaded the trailer.

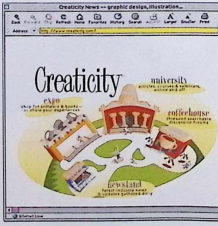
Download it yourself at www.apple.com/quicktime/trailers/fox/episode-i/index.html

A New Macintosh Magazine for Tampa Bay

There's a new Macintosh magazine for people in the Tampa Bay area (where we're based) called *MacAttitude*. And the Editor and Publisher is none other than our own Jim Goodman, who for the past six years has penned our popular "Doctor Mac" column. (Jim was one of our first columnists back when we started as a local Tampa Bay newspaper over 6 years ago.) His new magazine is packed with "Mac Attitude" and has lots of Apple coverage, news, reviews, how-to columns, and more.

We wish Jim the very best with *MacAttitude* and we will miss him (as will our readers) in the pages of *Mac Today*. Next time you're in Tampa Bay, pick up a free copy at any Kinko's, Barnes and Noble, or CompUSA.

Creaticity: An Online Home for Creative Professionals



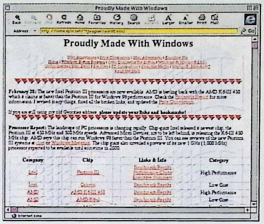
There's a cool new Web "city" online that's just for designers, illustrators, copywriters, photographers, production artists, and Web designers. It's called "Creaticity" (pronounced like "electricity") and it's packed full of daily graphics news, bug fixes, tips, threaded searchable discussion forums, and an "Expo" where you can visit booths, buy products online, or even post your own.

You'll love the way this site has a real "eWorld" look and feel to it, and the home page (the city) is your jumping-off point to view news (including a searchable database of stories from seven years of *Design Tools Monthly*™), the **Creaticity University** (which has a searchable database of helpful articles by a number of world class experts), and a **Coffeehouse** for interacting in discussion forums, asking questions, and getting answers.

And since the whole site is designed by creative professionals, for creative professionals, it's not the least bit surprising that the whole thing is put together by some of the leading Macintosh designers in the industry. Make sure you check it out at www.creaticity.com.

"Proudly Made with Windows" Anti-Macintosh Page

http://home.epix.net/~tjwagner/win95.html



If my Website looked like this one, I don't know if I'd be doing a whole lotta bragging about it.

According to the site's owner, he created this site as a response to the "Made with Macintosh" buttons that proliferate on Websites designed by professional Web designers. Of Mac Websites he comments "Perhaps Mac owners aren't smart enough to make Web pages or maybe they are just ashamed of their computers." So he created his own "Proudly made with Windows" buttons that are of the same high quality, cutting-edge design as his home page. In fact, the way it looks, he doesn't need to proclaim that it's "made with Windows." It's pretty obvious.

He slams the Mac throughout the whole site and has a section on what he calls the "iMac's serious flaws" and he has a chart with a price comparison of the iMac versus a Micron PC. A total waste of bandwidth. Feel free to stop by, say howdy, and let him know how much you're enjoying his design work.

PHOTO BY JOHN HARRINGTON - COURTESY OF APPLE COMPUTER

Apple Updates White House Tradition

The White House Easter egg roll, a tradition on the White House lawn since the late 1800s, was ushered into the computer age as Apple set up 50 multicolored iMacs (running off the new Mac OS X server) and invited nearly 2,000 participants to take the iMacs for a test drive.

The iMacs (under a tent on the South lawn) were connected live to the Internet and the parents and children at the egg roll were encouraged to send an email to President Clinton. I have to hand it to Apple, it's a very Microsoft-esque move to turn a White House Easter tradition into a marketing opportunity.

How About Some Good News?

- According to independent research firm PC Data, Apple's marketshare of retail and mail order sales has doubled in the past 12 months and is now up to 11.3% (based on figures for the second quarter of fiscal 1999).
- *Forbes* magazine recently released its picks for the "100 most dynamic companies" and entering the list for the first time ever was Apple Computer. Are they down in the 70s or 80s? Not a chance. Apple entered the list at the #4 spot. *Forbes* gave Apple the honor because it is "floating on the success of the Internet-ready iMac." Congratulations to Apple for their #4 ranking and to *Forbes* for pointing out Apple's incredible achievements of late.
- TrendWatch just released this 1999 Creative Atlas Guide ("a comprehensive market and product development resource used to identify market and revenue opportunities in the U.S. creative markets"), which includes their nationwide survey of creative firms. The results show that Apple will outsell both Windows and Windows NT to these markets by an astounding margin of over three to one. According to TrendWatch, 17,000 creative firms plan to purchase Macintosh computers in 1999, while only 3,400 plan to purchase Windows-based machines, and only a mere 1,600 plan to purchase Windows-NT machines. As TrendWatch's report says, "Apple continues to dominate the Creative markets." The next time some PC Weenies tell you how everybody's moving to Windows NT, give 'em a shot of the TrendWatch report.

APPLE WORLDWIDE DEVELOPERS CONFERENCE

Mac developers from around the world will gather on May 10 – 14 at the San Jose Convention Center to see, experience, and help create the future of Macintosh at Apple's World Wide Developers Conference '99 (WWDC). This five-day event is a must-attend for anyone currently developing, or possibly interested in developing for the Macintosh platform. Steve Jobs is scheduled to give the keynote speech. For full details visit http://developer.apple.com/wwdc99/mc/index.html

COMPAQ'S EARNINGS TO FALL 50% BELOW ANALYSTS' ESTIMATES?

CNet reported that the recent rash of PC price-slashing has hurt industry leader Compaq and that their earnings estimates could fall as far as 50% below Wall Street Analyst expectations. This news sent Compaq's stock price falling.

Compaq's CEO Eckhard Pfeiffer blamed their financial problems on "weak PC demand, intense price wars, and an unfavorable mix of lower margin products." Gee, I didn't notice him mentioning the iMac, which is outselling every single model Compaq makes.

INTEL-BASED iMAC CLONES?

There's a rumor going around that Intel (yes, that Intel) is secretly working on creating a modified version of its new Pentium III chip for use in a planned iMac clone.

The news was picked up from a UK Website called "The Register" and then appeared in Maximum PC magazine (which is published by Imagine Publishing, the same people who publish Mac Addict) and an Intel spokesman reportedly partially confirmed the rumor.

According to the article, Dell computer is working on an iMac clone, but it didn't mention whether these are licensed clones from Apple (which is pretty doubtful) or they are actually iMac copies. The online report showed a picture of an iMac with an "Intel Inside" logo on the screen. Hmmm. mt

it's like having a photoshop guru teach you one-on-one

Eight awesome Photoshop training videos featuring *Photoshop User* Editor Scott Kelby

Adobe Photoshop "Down & Dirty Tricks, Vol. I"

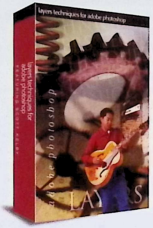
This bestselling 60-minute tape features *Photoshop User* Editor Scott Kelby teaching you the most requested Photoshop tips and techniques. We're talking soft drop shadows, layer mask tricks, compositing, filter tricks, special effects, advertising effects—it's all here in a easy to follow step-by-step format.

Adobe Photoshop "Down & Dirty Tricks, Vol. II"

By popular demand, we've created another down and dirty tricks tape that's sure to become a classic. Volume II is a 60-minute tape packed full of sneaky new tricks, cool special effects, timesaving shortcuts, and all the same "down and dirtyness" that made Volume I a best seller.

Adobe Photoshop "Selection Secrets"

In this 60-minute tape Scott teaches you the most important selection tools and techniques and shows you how easy making clear and accurate selections can be—once you know the secrets! This tape starts at square one and teaches you all the techniques you'll need to start making selections like a pro!



"Layers Techniques For Photoshop"

Learn step-by-step how to use the most important layers features and techniques which will open up a whole new level of efficiency and creativity. You'll learn: how to use layers masks for instant collages, how to get the most from 5.0's built-in layers effects, drop shadow tricks, plus lots of timesaving tips and shortcuts!

"Designing Web Graphics with Adobe Photoshop"

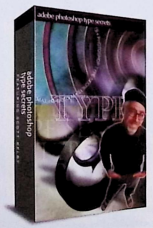
This 60-minute tape teaches you step-by-step how to create cool web graphics that will download superfast (like a greased pig!). You'll learn how to get the most from Photoshop's GIF89a export filter, JPEG tips, the secret to super-small file sizes, creating seamless backgrounds, instant buttons and bars, web graphic tricks and much more!!! Packed with info!

Adobe Photoshop "For Beginners"

If you're new to Photoshop, this tape will get you up and running fast as Scott takes you step-by-step through only the most important tools and features. You'll learn how to make accurate selections, important keyboard shortcuts, essential tool options, cloning techniques, paths essentials, and other important techniques you need to know!

Adobe Photoshop "Photo Retouching"

Learn the easy way to quickly retouch images, repair damaged photos, remove unwanted objects, use layers and layer modes to quickly fix images, plus a host of tricks, essential shortcuts and retouching techniques that can save you time and money. If you're into photo retouching, this tape is a must-have!



Adobe Photoshop "Type Secrets"

This new 60-minute video teaches you how to get the most from Photoshop's new type features. You'll learn all the cool shortcuts, timesaving tips, and some mondo-cool type effects that will open a whole new world of creativity. If you ever wanted to really get a handle on using type in Photoshop, this is for you!

Tapes are only $39.95 each, any three for $99 (plus $4.95 S&H)
*NAPP Members pay only $29.95 each, any four or more for only $25 each (plus $4.95 S&H)

don't waste another day, call today:

1-800-201-7323

Or order online at www.photoshopuser.com/videos.html

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OUTSPOKEN

Here's what other people are saying about Apple and Macintosh outside our totally biased halls.

COMPILED BY JIM WORKMAN

"I've seen some of the new products coming downstream and you want them like a teenage boy wants a cool-looking fast car. You'll see more affordable machines for students, you'll see us [Apple] continue to work on price, work on portability, work on great new display technology."

—**Larry Ellison**, *Apple Board member and Oracle CEO, commenting on some of the new products being developed by Apple. March 23 CNET News.com report.*

— — —

"George Lucas has very high standards for the way any of his products are displayed."

—**Jim Ward**, *Lucasfilm's director of marketing, commenting on Lucas's choice of Apple's QuickTime for the release of the teaser trailer of the upcoming Star Wars prequel. March 11 CNET News.com report.*

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"In most cases, we don't see any business benefit for [Mac], iMac is just a hardware platform. It comes down to what the OS can do and what applications can run on it. Before Windows 95 and NT, there were the niches for the Mac, like [desktop publishing] and graphics. Today, that's basically gone."

—**Jim Lisiak**, *technology planner with Chevron Information Technology, Techweb interview March 28.*

— — —

"The simplicity makes management more manageable. The setup is easy, and Office 98 and dynamic Internet addresses are ready to go without a lot of special configuration for each person. The iMac is faster than what many businesses have had already, so users like handling it. Because it's less expensive, companies can purchase more, It doesn't do everything, but it does what most people need."

—**Harold Mann**, *president of Mann Consulting in San Francisco and Los Angeles, giving a different take on the iMac. Techweb interview March 28.*

— — —

"Businesses are mostly Wintel. Focusing a frontal assault on the enterprise market would take lots of energy and there is not a high probability of success."

—**Steve Jobs** *at the recent Apple Shareholders meeting March 23.*

"Steve Jobs surprises everyone, including the resellers, It's his M.O. Expect the unexpected."

—**Thomas Armes**, *president of Elite Computers & Software, an Apple dealer in Cupertino, California. Armes, noting that the new colored iMacs are very scarce, responded to a reporter's question on rumored upcoming Apple products. Wired News report March 24.*

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"I think Jobs took the start of turnaround efforts by CFO Fred Anderson and his team and acted as the catalyst. The business efficiencies at Apple have been phenomenal, and Steve is a big part of that. In a cycle of declining revenue, Apple wasn't able to keep costs in line, so they needed new products to increase revenue and then to work on cutting the cost structure to maintain gross margins. The result is investors are happy. Users are happy. The company is making money. They have some cash. And it looks sustainable."

—**Joe Ferlazzo**, *an analyst with Technology Business Research, in Hampton, NH. March 28 Techweb article called "Jobs Returns To Polish Apple."*

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"The fact that Apple is doing well gives me the ammunition to justify staying on the Mac route. When they only had 5 percent market share, people said, 'Well, they might go bust,' and didn't think they were stable."

—**Ian Bain**, *IT manager for Britain's Cresta Holidays has only 30 Windows-based systems among his stable of 500 computers. England-based Cresta went straight from dumb terminals to Macs in 1990 when the reservations staff needed a simple way to access information from many different systems. March 29 TechWeb interview.*

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"It's a very stable system. The G3 servers never go down. The thing has never crashed."

—**Peter Visel**, *information systems manager at Santa Cruz Biotechnology. Visel manages a network of three Apple servers, about 130 Macintosh clients, and several PC servers running Windows NT—the latter of which he said "need a lot of babying." March 29 issue of InternetWeek.*

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"It's a little like an arranged marriage—you know it's going to happen, but you don't get to see the bride until a little later this year."

—**Steve Jobs** *in response to a shareholder question asking for specifics on the rumoured new portable from Apple.*

"Working for Jobs is, they say, a cultlike thing: Buying into his vision is 'drinking the Kool-Aid,' and 'you only drink the Kool-Aid once.' "

—**Salon Magazine** *feature on Steve Jobs, Jan. 5.*

"If you would like me to do something else, just tell me."

—**Steve Jobs** *in response to an Apple sharholder who asked if it wasn't time to consider dropping the 'Interim' from his job title. March 24 report from ZDNet.*

"There are things that Apple can do to make it easier for PC game publishers to bring games to the Mac. We are working with game publishers now as business partners. We don't evangelize to them any more and then just hope that they got the religion. Now we are telling them how to get their games on the Mac and guiding the top publishers on how they can be successful. We're identifying games six to 12 months ahead of their release dates and aggressively going after those titles."

—**Peter Tamte**, *Apple's senior director of consumer marketing, in a Macworld Online interview March 21.*

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"Apple can say, arbitrarily, no one can use this software anymore and we have no path of appeal. We're sure they have no intention of doing that, but we need to close up these loopholes now."

—**Bruce Perens**, *co-founder of the Open Source Initiative, commenting upon Apple's decision to release Darwin, an open-source version of the company's newest server operating system, Mac OS X Server, that can be freely altered and distributed under the Apple Public Source License. March 17 Wired News report.* mt

APPLENEWS

The Latest From the Mothership

Apple design contest

Jim Workman

Apple is holding its fourth annual software design contest for Mac OS developers, the Apple Design Awards. The awards are meant to celebrate the creativity of the Mac OS developer community and recognize superior software in the areas of innovation, user experience, and adoption of Apple technologies. There are four categories, Best Macintosh User Experience, Best Apple Technology Adoption, Most Innovative, and Best New Product. Winners in each category will receive a top of the line Power Macintosh G3 with Apple Studio Display. The Apple Design Award winners will be announced during Apple's Worldwide Developers Conference (WWDC) on May 12, and the deadline for entries is May 1. WWDC takes place May 10–14 in San Jose, California. More information on the conference is available on Apple's Website (www.apple.com/developer/wwdc99/).

In addition to a Power Macintosh G3 and Apple Studio Display, winners will also receive a trophy and the right to use the winning entry logo on packaging and manuals. Runners-up will receive a plaque as well as the right to use the runner-up logo on product packaging and manuals. Official Apple Design Award contest rules and entry forms are available on Apple's Website (www.apple.com/designaward). This contest is open to most forms of software developed for the Mac OS. Eligible software must have been made available to end-user customers no later than April 1, 1999. mt

More new iMacs

It's time for another new iMac. Apple has introduced a new model, this time powered by a faster 333-MHz G3 chip. The options remain pretty much the same as the current models, with the five colors still intact, but the new mouse has a dimple which helps "the rest of us" to point the mouse in the correct direction. With the new iMacs, known by some as the Revision D iMacs, it can be pretty confusing if you're about to buy an iMac. Currently, most mail order companies are offering every iMac, from the original Rev A model to the current Rev D, for sale. It's a good time to go over the features of each model.

The first iMac, released last summer at MACWORLD Expo, is now known as the Revision A iMac. These first Bondi blue models came equipped with a 233-MHz G3 chip, 32 MB of RAM, 4-GB hard drive, and a Rage IIc graphics accelerator card with 2 MB of video RAM. Apple soon replaced this model with Revision B—which still had the same 233-MHz G3 chip but came with the improved ATI Rage Pro graphics accelerator and 6 megabytes of video RAM.

The iMac known as Revision C introduced new colors, a faster G3 processor, and a better video card. Bondi Blue was sent packing to be replaced with the new multi-flavored fruit colors. Apple also dropped the list price of the iMac by $100 down to $1199.

Keep this in mind if you buy a discounted iMac. The different Revisions offer a variety of different options. We're partial to Bondi Blue.

Apple posts profit. Again.

For the sixth straight quarter Apple has posted an operating profit for the quarter and once again outperformed the expectations of Wall Street. For the record, Apple posted a net profit of $135 million on $1.53 billion in revenue. This quarter's profit total includes a non-recurring $50 million from the sale of 2 million shares of ARM Holdings, minus $8 million for restructuring of Apple's manufacturing operations.

The profit generators were the new G3s and the iMacs with the PowerBook line performing rather sluggishly. Overall for the quarter Apple sold 827,000 computers including 350,000 iMacs and nearly 400,000 Power Mac G3s. Even though Apple twice cut prices on the G3 PowerBooks, sales were not very good. Apple CFO Fred Anderson remarked that people may have been waiting for the rumored new PowerBook model before purchasing.

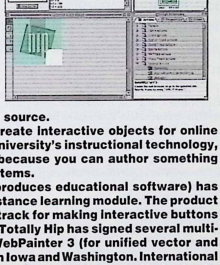
Apple actually showed a decline in gross margin, from 28.2 to 26.3 percent. This was due in part to price cuts on the PowerBooks and older iMacs and a slowdown in the sales of Mac OS 8.5. In fact sales of the Mac OS dropped to about $20–25 million, from $45 to $50 million last quarter. This was not much of a surprise, as Mac OS 8.5 is about ready to give way to the next generation, Mac OS 8.6

Apple also announced some interesting facts on iMac sales. Some 32 percent of iMac buyers in the last quarter were first-time computer buyers. Data also showed that 11% of iMac buyers were former PC users. Sales in Japan were also strong among the same groups. mt

EDUCATIONNEWS

What's happening on the Education scene

All the world's a (Live) Stage



Shakespeare said all the world's a stage. Totally Hip Software says all the world's a LiveStage.

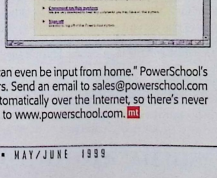
Well, maybe not, but the LiveStage interactive authoring environment, though in its infancy, is making inroads into the educational world. LiveStage provides easy scripting of interactive media content and sprite movies for delivery over the Web using QuickTime 3 technology. It lets users create interactive Web presentations. With it, you can put everything together for an interactive Web element in one 30–50-K QuickTime movie, then put the movie on your school's Web page by changing just one line of code to embed the source.

Brigham Young University uses LiveStage to create interactive objects for online music classes. David Eghert, who handles the university's instructional technology, says they love the cross-platform technology because you can author something once and it runs on both Mac and Windows systems.

The United Kingdom's ULTRALAB (which produces educational software) has used LiveStage to create a German language distance learning module. The product was used to create a "wired sprite" QuickTime track for making interactive buttons to hide and reveal text. In the academic market Totally Hip has signed several multi-district licensing deals for LiveStage and its WebPainter 3 (for unified vector and bitmap content creation) including agreements in Iowa and Washington. International distribution agreements have been made for Australia, Belgium, Italy, the Netherlands, and the United Kingdom.

LiveStage 1.0 will set you back $199.95. It comes with WebPainter 3 and QuickTime 3 Pro. For more info go to www.totallyhip.com.

Going to PowerSchool



Sure, students can be hard to manage, but you don't have to face this problem in school management. Check out PowerSchool, a unique site-based school management system that's built almost entirely upon Internet standards. A program for school administrations, it lets you view up-to-date student grades, assignments, attendance, teacher comments, discipline logs, student pictures, all relevant student info, teacher schedules, and class lists. You can also produce report cards and much more. PowerSchool works in conjunction with PowerGrade, a teacher gradebook program with a lot of power and flexibility.

"What we really like about PowerSchool is that it can be accessed by parents via the phone and the Web," says Bill Bates, director of computer science for Pinewood High School in Los Altos Hills, CA. "On the Web they can also elect to have daily, weekly, or monthly progress reports emailed to themselves. This is a very robust system. The new version of the program is in beta testing, but it is very nice. It all works via TCP/IP so grades can even be input from home." PowerSchool's price for your school or district depends upon a number of factors. Send an email to sales@powerschool.com if you want a cost estimate. The software package is updated automatically over the Internet, so there's never a need to download and install a new version. For more info go to www.powerschool.com. mt

'imagine' that

Apple has launched a quarterly electronic magazine, *Imagine*, for the K-12 education community. You can download the first issue in either PDF or HTML format at www.apple.com/education/k12/imagine/0101/. *Imagine* spotlights schools using Macs, Apple Geniuses (famous people in history), classroom innovations, a technology spotlight, and editorials.

big love

DK Interactive Learning has launched a line of new educational titles: *I LOVE MATH*, *I LOVE SPELLING*, and *I LOVE SCIENCE*. Designed for children ages 7–11, the *I LOVE* series combines curriculum-based content with a performance tracking system, kid-friendly characters, and game play. And you don't have to have the latest Mac to run them (though that would be nice). *I LOVE* loves even lowly Macs with 25-MHz 68LC040 processors—as long as they have at least 8 MB of RAM. For more info and pricing, go to www.dk.com or call (888) 342-5357.

commem

[present at the creation]

BY DON CRABB

go venture

The number of Macintosh startup companies, which has dwindled for years, is down now to a trickle. Where other parts of the country used to produce Mac companies, we are pretty much left with what Silicon Valley can manage to seed. And those seeds, despite the overall booming high-tech venture capital market in the Valley, are just not getting into the ground for Mac startups.

With that in mind I recently traveled to Mountain View, California to attend Guy Kawasaki's BootCamp for Startups, sponsored by his garage.com company that specializes in starting-up startups.

Don Crabb

How do we kick up the dust to get the Silicon Prairie to the status of Silicon Valley?

For two days, the place rocked as the high-tech entrepreneurs figured out just what it would take to get investments from institutional investors, investment angels, and venture capitalists. I would love to be able to report that this conference took place right here in Chicago, a town with pretensions of being the Silicon Prairie. Sadly, BootCamp for Startups, like most of the entrepreneurial high-tech efforts these days, took place in the heart of Silicon Valley. The amazing thing was that the audience, surprisingly, included Illinois high-tech startups—including Mac startups who had given up trying to find the growth money they need here in Chicago, despite the fact that $11 billion are already invested in high-tech venture capital here.

All of this set me to thinking: How do we kick up the dust to get the Silicon Prairie to the status of the Silicon Valley? Is it even possible, given Midwestern values, labor availability, and business climate? Why not make the Silicon Prairie the next great Mac entrepreneurial environment, and not worry that Valley VC avoids Mac companies like the plague?

First of all, the entrepreneurial environment in Silicon Valley is about 180 degrees the opposite of the environment in Chicago. Valley startups are the province of young, (average age 23), technologically savvy engineers who have a great idea and won't take no for an answer. Starting up a company is practically a spectator sport in the Valley, with many young founders on their third or fourth companies by the time they are thirty. The entire culture is biased towards high-tech startup companies and the high-octane lifestyle they engender.

California startups and their potential sources of investment capital understand the basic three ingredients of a successful startup: *Team* (the quality of the people you bring together to manage your company and get the work done), *Market* (how big is it and how will you sell into it—these days Market means Internet), and *Technology* (without cool technology, how can you have a cool product?). The environment is biased towards garage.com's slogan: "startup, kick butt, cash out," with an acquisition or Initial Public Offering (IPO) as their ultimate cash-out goals. Very few Valley entrepreneurs will lose sleep about reinvesting in their own companies, rather than taking the money to start up another venture, or simply to vegetate on.

Contrast that environment and ideal startup business model with the Chicago way. Here, we have few identifiable sources of both entrepreneurs and investors, and rarely the twain shall meet. Here we lack the startup's enthusiasm so evident in all the young companies I met at BootCamp. And here when we do make it big, we look for our cash-out opportunities at the hands of bigger California companies to buy us out (Platinum Technologies and US Robotics are but two examples), while we move to Tahiti, instead of creating ten new startups.

Can we create a true Silicon Prairie that loves the Mac? Should we even try?

"Yes, you bet we should," says Tom Thornton, president of the Illinois Coalition. "While we can't and shouldn't emulate Silicon Valley, there is no reason that Chicago and Illinois can't become just as powerful a locus of tech companies and tech jobs as California. After all, we have a research and capital infrastructure in place that is world class. And why not have a chunk of those techies focus on technologies that others ignore. Like Mac," he said.

So why do high-tech Chicago firms look to Silicon Valley to set the tone and show them the money? Why, for example, did Naperville high-tech startup TechForce, Inc. (www.TechForceInc.com) travel to the left coast

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report from maccentral.com

BY STAN FLACK

Here's what's happening at presstime, courtesy of the Mac news hounds at MacCentral.com

Apple's market share is up significantly

According to PC Data, Apple's share of retail and mail order sales for the first two months of the fiscal 1999 second quarter that ended March 27 was 11.3%, double a year ago. ZD Storeboard says the company's market share in February was 12.5%, the highest since the time the iMac was introduced. In Japan, market share is 18.4%, up from 7.4%.

In an online press conference, Fred Anderson, Apple chief financial officer, said the most recent research showed that 32% of iMac buyers are first computer purchasers and 11% are Wintel converts. In Japan, the percentages are 46% and 18% respectively. Sales in the Americas are up 19% from a year ago. In Japan, it's 52%; it's 26% in Europe; and 41% in Asia.

Looking ahead to third quarter (education buying season), expect year-over-year growth in unit and revenue, and flat to slower gross margins due to product mix shift toward iMac. Operating expenses will increase by 5-10 million. The company's goal is to grow unit and revenue above industry rate.

ATI Technologies posts great financial results for Q2/99

ATI Technologies, the company that supplies graphics chips for Apple's entire line of Macintosh computers, has announced stellar financial results for its second quarter, which ended Feb. 28.

Sales for the three months ending Feb. 28, 1999 were US$297.2 million, an increase of 63 percent from US$182.0 million for the same period last year. ATI also said it saw increased sales for its RAGE LT PRO-based products and maintained solid gains from its previous-generation RAGE PRO (used in iMacs, PowerBooks, and Apple's first generation Power Mac G3) family. Meanwhile, the company's ATI Rage 128 cards, which—as of press time—are only available for the Macintosh as part of Apple's Blue-and-White G3s, also helped contribute to the results.

Sim City 3000 for Mac in May, says Maxis

We've been inundated by reader email lately, looking for the Mac version of *Sim City 3000*. Initially, Maxis—which originated the enormously popular simulation/strategy series on the Mac—wasn't sure if a Mac version of this latest sequel would be produced. After months of hearty grassroots Mac evangelism, however, Maxis capitulated to Mac gamers' will. Maxis, now a division of Electronic Arts, initially indicated that Mac *Sim City 3000* might appear as early as April.

Maxis confirms that the Mac version is currently in development, but the development of the game is taking a bit longer than initially expected. Mac *Sim City 3000* is in active beta testing at present, and the company's latest word is that the game should be released in late May. Keep tuned here for details—we'll bring you more info as it becomes available. —Peter Cohen

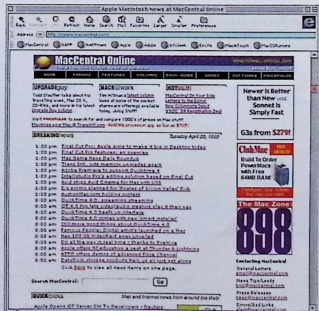
Apple offers special promo for new Blue G3s

Now through June 27 is an especially good time to buy one of Apple's hot new Blue-and-White G3s. Buy any of the listed flavors of the new systems and you'll be qualified to receive, at no extra cost, one of the following:

• 56-KB Internal Modem w/FaxSTF-USA K56flex and V.90 standards (installation not included; comes with cable, bezel, & installation instructions for PowerMac G3)

• Zip 100-MB Internal Drive—Save large files and run applications with the speed and reliability of a hard drive, but with the convenience and economy of a floppy. (installation not included; comes with cable, bezel, & installation instructions for PowerMac G3)

Also, when you purchase your qualifying Power Macintosh G3 along with an Apple 17-inch Studio Display, you'll also receive a $100 cash rebate. For details, go to **seminars.apple.com/promo/g3promo.html.**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comment

[in the enemy camp]

BY RICHARD K. HALLMARK, PH.D.

is microsoft running scared? should they be?

If you take a look at the behavior of Microsoft over the past few years, it quickly becomes clear that it shows signs of a company that is scared of its competition. They are integrating rather than innovating. Windows 98 offers little new for the user except for more tightly coupling Internet Explorer to the operating system and making it harder to remove. Most of the other changes had already appeared as Service Packs for Windows 95.

Microsoft was slow to realize the Internet was the way of the future. When they finally recognized what was going on, they made a remarkable change of direction and are now trying to dominate the Internet. Their tactics have included publicly embracing open standards, developing a variant of these standards that is unique to Microsoft products, and then making those products an essential part their operating system.

Richard Hallmark

The iMac and Mac OSX Server are the opening salvos in what may prove to be another personal computer revolution.

open sesame, close windows?

Open standards and the open source movement are a growing threat to Microsoft's dominance in the computer industry. Linux offers an attractive alternative to Windows 2000 as the file server operating system of the future. It is highly reliable and fast. One of its most attractive attributes, however, is that you can download it from the Internet for free.

The problem with Linux is that, in its present state, it is an operating system only a geek could love. Don't get me wrong here, I think Linux is an extremely powerful OS with immense potential. It is just that until more user friendly interfaces are developed, I doubt that you will see it on your desktop. If you work in a large corporation, however, there is a real possibility that it could become your file server.

There are the two extremes: Microsoft, which strives to increase its grip with proprietary software; and Linux, which exemplifies the Open Source Movement.

Where does Apple lie? The fact that it sells both software and hardware have always given it a different perspective. With the exception of the brief flirtation with the clones, Apple has always maintained tight control over its hardware products (even when clones were allowed, Apple controlled the logic boards). On the other hand, Apple has long supported some third party enhancement of their operating system through extensions and control panels. Unlike Microsoft, Apple has also kept a distance between the OS and other software products. The MacOS has been neither fully open nor fully closed but innovation has been supported.

open? almost. free? not exactly.

Apple's decision to at least partially embrace Open Source with MacOS X Server takes Apple a step closer to the Open Source camp. Even though it is not free, in the server market $499 for unlimited users is pretty cheap compared to Windows NT server and Novell, which require a license for every user. If you want to run Microsoft applications from a server (including MacOS X Server), you must also purchase a license for each application for each user; you can't use metering software to limit simultaneous users.

In its initial release, MacOS X Server is a work in progress. While a robust core operating system is supplied along with The Apache Web server, Java 1.1.6, Perl 5.0, Sendmail 8.9, FTP, a preview version of Quicktime Streaming Server (no client software has been released yet), telnet, NFS, and the Blue Box for MacOS 8.5 applications, there is no mail server or support for Windows file sharing (any Web client can access Web services). However, third party solutions are available for mail, and Windows client support through Samba should be available soon (if it is not already by the time you read this).

one for all, all from one

Among the more interesting features of MacOS X Server is support for NetBoot for iMac and B&W G3 minitowers. This should prove a boon to academic environments and provides significant opportunities for business. Imagine upgrading the operating system, upgrading an application, or adding a font on the server and having every user automatically upgraded the next time they restart their computer. They don't even have to be shut down while the upgrade is taking place!

continued on page 63

The New Classics

herman miller for the home

For a retail establishment closest to you or for further information regarding these products, visit www.hmstore.com or call 800 646 4400.

© 1998 Herman Miller Inc

[the back door]

BY JOHN HALBIG

conceding success

Whatever else you can say about politics, at least in the United States, there's a fairly simple measure of success. You get any number of votes over 50% of the votes cast, you win. Once this outcome is known, the loser concedes defeat with varying degrees of grace, usually acknowledging a worthy opponent and wishing them well. Sometimes you get a sore loser who demands recounts and even sues over some nicety, real or imagined—but regardless of how nasty and drawn out a campaign has been, the number of good losers is pretty impressive.

When you move into other areas, things aren't so clear-cut. Big business quality wonks use "metrics" to determine success—sometimes metrics designed to fit what's already happening. Imagine a wonderful world where you have an average test score of 60 (out of a hundred) and you get to decide that means you get an "A," and you have a pretty clear picture of the process. Between these two extremes, one where the race is won by the swiftest and the other, foggy world of complete corporate denial of Dilbertian proportions, we have to figure out what our goals were, and honestly decide when they've been achieved.

John Halbig

...the sheer vehemence of Apple's supporters, combined with the awesome power of the Internet, proved to be a major force.

Several years ago Guy Kawasaki started a little mailing list which he named the EvangeList (a running pun that has lost its edge with constant use). The goal was to fight the good fight for Apple, then apparently in a downward spiral. Actually, let me state something in complete and utter honesty—it WAS in one of the steepest nosedives a company can go into. By all rights, Apple today should be either in Chapter 11 or someone's subsidiary.

i'm ready for my closeup, mr. demille

Even with the apparent free fall, Apple was worth saving in the eyes of a lot of people. Guy's list was to become a focal point of those efforts, no matter how hopeless the situation seemed—and with the pundits merrily dancing on the grave they had all ready for Apple's rotting core, we were all too aware of how quixotic our labors would be, tilting at windows even as they crashed down on us.

When I applied to run the list two and a half years ago, it was as a whim. Imagine my shock when I found myself at the helm of 45,000 true believers, hired literally days before Gil Amelio made one of the smartest decisions in turnaround history: He bought NeXT from Steve Jobs.

People dump on Gil for "failing" in his turnaround of Apple's fortunes. Looking back at Apple from the inside, I remember hearing the news and saying to anyone who would listen that Steve was NOT going to sit by and let Apple sink without a fight. I admit that, as a writer, I wanted Steve to be the prodigal savior, the founder exiled, returned to bring back Apple's glory days.

Try to write a script with that plot line and you'll be kicked out of your script writers' workshop: As Woody Allen says to the audience in *Annie Hall*, "Don't you wish life was like this?"

Sometimes life IS like that. Sometimes when the right person takes charge at the right moment, anything is possible.

meanwhile back on the net

Another thing that happened was that the EvangeList was the flash-point for the creation of countless other mailing lists, Websites, and letter writing campaigns. When other companies would have faded into obscurity, the sheer vehemence of Apple's supporters, combined with the awesome, newly discovered power of the Internet, proved to be a major force.

Did it "save" Apple? That's a hard question. If the goal was to fight the ignorance and outright hostility of what seemed to be an increasingly Windows world, then we did make a difference. We armed ourselves with information painstakingly compiled by people with no compensation other than the desire to prevent *other* people from making their lives miserable by purchasing inferior products because of overwhelming FUD (fear, uncertainty, doubt); and we took back lost territory, one PC at a time.

Apple pulled out of that nosedive in a way that would have your shirt collar around your waist from sheer G-forces, and all those new sources of Mac-based evangelism (including, I note with no small amount of bemusement, this very publication) focused on all the aspects of Apple and the Mac that were so desperately in need of it. With this development we suddenly real-

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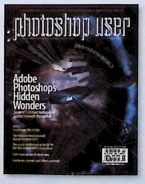
Adobe Photoshop retails for $995. Luckily, a full year of Photoshop training, education, and help is just $99

Doesn't it seem like some people always know the perfect Photoshop keyboard shortcut for any situation? You know, the one that would've saved you hours?

These are the same people who always seem to have the coolest filters, know all the latest tricks, and always seem to get their work done hours before everybody else. And it seems like they're always getting some "killer deal" on a plug-in, some stock photos, or maybe even a scanner. They just seem connected, hooked-in, like they're on "the inside." You know why? Because they *are* connected. They belong to the National Association of Photoshop Professionals (NAPP) an educational organization for people who use Adobe Photoshop, and being a member can change the way you use Photoshop forever.

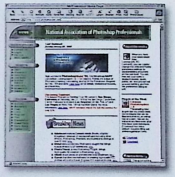


In no time, you'll be the one with all the inside scoops, shortcuts, killer deals, and you'll become the Photoshop expert your friends come to for answers. And NAPP membership is open to anyone, at any skill level, and when you join you'll enjoy advantages only available to members, like:

- A free subscription to the members full-color print magazine *Photoshop User*. It's where you'll learn all the inside secrets, the coolest new tricks, and the latest Photoshop techniques. Recent articles include: How to do spot color separations, 13 tips for making Photoshop fly, down and dirty tricks, color correction by the numbers, how to repair damaged photos, preparing images for wide format output, and many more. There's never been a magazine anything like it.

- Below mail-order prices on Photoshop-related products, plug-ins, Photoshop upgrades, (even hardware) especially arranged just for NAPP members. Members also receive discounts on Photoshop seminars, training videos, and Photoshop books.

- You'll always be "in the know" with exclusive access to the **members-only NAPP Website.** It's the #1 resource on the Web for Photoshop news, discussion boards, live chats, plug-ins and action downloads, tips and techniques, classifieds, online job bank, and much more.



- Exclusive access to **NAPP's online Photoshop Help Desk** where you can get answers to your Photoshop questions fast, and even hardware/software advice.

- Invitation to the NAPP annual convention **PhotoshopWorld** where NAPP members from around the world come together to get the latest training, share ideas, solutions, and make new contacts.

Plus there's so much more. We invite you to join the thousands of people in 51 countries around the world who have already made NAPP an important part of their Photoshop success. Join today and we'll rush you your member kit which includes the latest issue of *Photoshop User*. You can't afford to spend another day thinking, "There's got to be an easier way...." Join today and become a part of this rapidly-growing Photoshop community.

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reviews section

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Mac Today ratings guide:

★★★★★ = Stop what you're doing and go and buy this product!

★★★★ = Next time you're shopping, pick this one up!

★★★ = Not bad, but if you shop around you may find something better.

★★ = If you see this in the computer store, keep walking.

★ = If you see this in a computer store, talk a Windows user into buying it.

Edit DV 1.5 by Digital Origin

New digital video editing solution

multimedia

If you've recently purchased one of the cool new DV camcorders, you are probably trying to figure out how you can edit the video on your Mac. You could buy one of Apple's new G3s and get a FireWire connection for your camera built-in, but you would still need an editing solution. Or you could use an older Macintosh, but then you need to add a PCI card with Firewire connections and an editing package. Either way, Digital Origin has got you covered.

DO (Digital Origin, formerly Radius) has released *EditDV 1.5*, an entirely digital post-production environment for the desktop. It has all the major features DV editors are looking for: 3-point editing, batch capture, Edit Decision Lists (EDLs) and timecode support. In fact, the batch capture/timecode support takes advantage of the controllable deck capability included in most DV camcorders. The program can be set to import automatically and keeps track of timecodes, enabling users to log clips as they review footage. This feature can also be helpful if you like to create an archive of your footage. Simply review and log your footage, then store the completed project file and original tapes.

The EditDV software looks like other DV editing applications and fully supports multiple video and effects tracks, rubber-band audio level control, chroma and luma keying, and a digital character generator. The character generator also includes an "Alpha" mode for mapping pictures and video inside of your titles and allows the user to animate titles directly onto video in real-time.

The EditDV package also ships with *MotoDV* software that controls almost any DV camcorder via the high-speed FireWire connection. With MotoDV, you select the video clips you want to use by controlling the DV device directly. Then, store the video clips in project folders and/or bins. This allows you to build a project of production clips in their original digital format, which eliminates the resolution losses caused by analog methods of editing.

If you have a previous version of the EditDV software, you'll be pleased to know that rendering speeds are improved at every resolution in version 1.5. Streamlined clip trimming, new audio filters, and a variety of other time-saving features have also been added to the new version.

The EditDV 1.5 interface

final thoughts

The Digital Origin EditDV 1.5 package is a high quality, stable system for editing your digital video footage and adding special effects. Though version 1.5 renders almost twice as fast as older versions, it is still slower than more expensive systems like the Media 100. A number of professional DV editors use the EditDV package to make their living, so rest assured that the software is packed with quality and power. However, with Adobe's *Premiere* bundled for free with numerous other capture cards on the market and Apple's upcoming *Final Cut* DV editing software expected to sell for a very reasonable price, one has to wonder if EditDV's $999 price tag isn't a little bit high. If you don't need the PCI FireWire card then you can take $100 off the price. Current MotoDV owners can purchase EditDV 1.5 for a software-only price of $499. Current EditDV owners can upgrade to version 1.5 for $149. — Rod Harlan

RATING ★★★★

Hot: High quality images and effects, powerful feature set

Not: Price is a little high

From: Digital Origin Inc.
460 East Middlefield Road
Mountain View, CA 94043

Price: $999, $499 software only; 1149-upgrade

EDIT DV 1.5

Agfa ePhoto 1680

The digital tide creeps onward

multimedia

The *Agfa ePhoto 1680* is a digital camera so packed with features that its few shortcomings seem to diminish with use and familiarity. Shortcomings first. The 1680 has no optical viewfinder. You must focus and compose through the camera's bright LCD window, making it difficult to use in many bright sunlight situations. Eye-level viewing and composing—depending upon your eyesight—means holding the camera approximately five inches away from your face, not the best position for rock-steady camera operation.

Ironically, the 1680 has a low-light video capture mode that makes viewing possible even in a totally dark room.

Now to the good stuff. With an interpolated resolution of 1600x1200 pixels, the ePhoto 1680 creates excellent photographs with good tonal values and very little color shift. It has an f:2.8 3x zoom lens (equivalent of 38 to 114 mm) with a built-in lens shade that has threads for screw-in filters and accessory lenses.

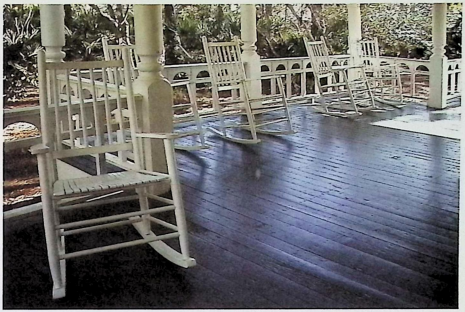
The lens and flash bar are situated on a swivel mount which allows rotation through 280 degrees, great for taking self portraits or subjects from extremely low and high angles.

let there be light

While many digital cameras exhibit poor performance from their small internal strobe units, the 1680 amazed me by illuminating the far wall of a room 25 feet distant. In the auto mode, the flash provided excellent exposure and coverage down to macro mode. Agfa's autoexposure system is also commendable. It performed flawlessly in just about every lighting condition except for strong backlighting, which benefited from a force flash fill.

The 1680's design is sleek and smooth—with a flat body in brushed chrome-like plastic. Its external controls are limited to an *on-off, record,* or *play* control wheel; a zoom rocker bar; a tiny button that toggles information to the LCD; and a whiz-bang *EasyPilot*™ button/wheel which controls all camera functions and all edit and review functions.

I really like this EasyPilot button: click it and menus appear in the LCD; a second click shows menu choices; rolling the wheel up or down selects individual menu items; and a final click sets your choice and escapes from the menu. Slick!



An image of porch chairs taken with the Agfa ePhoto 1680

quick and easy

Agfa's selection and edit function in the Play mode is the simplest and fastest of any digital camera I've used, making deleting unwanted images a simple task. Furthermore, during the processing mode it shows the image you've captured. If the image is a loser, you can click the EasyPilot button and trash the photo during the processing function. Nifty!

automation for control freaks

While the 1680 performs beautifully in full automatic mode, exposure priority (aperture or shutter speed) gives the user control over creative functions such as shutter speed and depth of field. In addition, controls for 1.5x over- and under-exposure, manual focus from infinity lock down to three feet and macro, white balance selection, self-timer, and other functions are available in the shooting mode. Any of these preferences can be set as the default—a terrific feature.

With a slowest shutter speed of 1/2 second, the 1680 is capable of making good photos in city nighttime situations. Use a tripod.

the big picture

Using its interpolation software, Agfa claims a resolution of 1680 pixels per inch. However, its RGB/JPEG images open in Photoshop at a size of 8.3x11.11 inches at 144 pixels per inch (a 5.4-megabyte file). Oddly enough, the image occupies only approximately 6.5 x 9 inches of this space (the rest is white). After cropping, doubling the pixels per inch to 288 and applying a mild unsharp mask in Photoshop produces a very pleasing 6 x 9-inch print.

The 1680 comes with an 8-MB SmartMedia card which will store 12 highest resolution images. Agfa claims the camera will use 16-MB and the new 32-MB SmartMedia cards.

I liken using the 1680 to operating a traditional Rolleiflex or Hasselblad with the ground-glass viewfinder. For horizontal photos, I found holding the camera in its totally flat configuration against my chest is an efficient shooting technique. For bright daylight use, the sliding cover from a box of kitchen matches made an effective viewing hood for eye-level shooting. I wish Agfa would equip this camera with a Rollei-like pop-out viewing hood.

Agfa's ePhoto 1680 represents an extremely versatile digital camera package with the most simple, easy to use control layout on the market today. An optical viewfinder would be a big boost to its functionality. Battery life (NiMH) was excellent considering the amount of use the LCD receives.—Jim Patterson

Adobe Image Ready

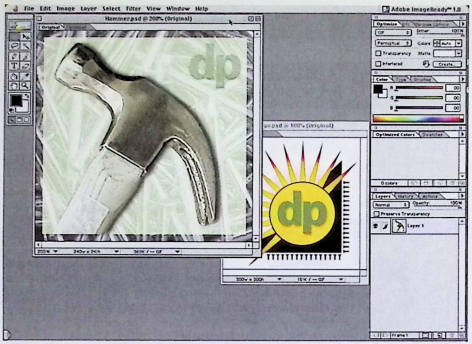
Very nearly all-in-one

web graphics

Since the dawn of hypertext, would-be Web page designers have had to fumble with more than one program to construct a decent a Web page. The results were often good, but it was a frustrating experience for the designer, because much time was wasted picking and choosing features that all should have been included in one program. Now with the advent of specialized software programs specifically designed for the Web, designers are having an easier and more productive time creating Web pages. ImageReady is one of these programs.

ImageReady can open images from both Adobe Photoshop and Illustrator and streamline them for the Web. ImageReady also offers Web professionals a wide variety of tools, including image editing, optimization, and batch processing features. Since ImageReady uses many of the features found in Photoshop, it will cut down on your learning curve if you're a Photoshop user. The tools include the marquee, lasso, eraser, pencil, paintbrush, and eyedropper. You can also add special effects such as drop shadows, glow, and beveled edges. Plug-in filters are also supported. When you open a file in ImageReady, you can view it in a window that gives you two versions of the file, Original and Optimized. Clicking on the tabs at the top of the window, you can see the results of image compression. You can also preview the effect on color by using Browser Dither on GIF files.

Here, you can stop specific colors from dithering. ImageReady accomplishes this by shifting the color to the next closest color in the Web palette. This technique is useful for reducing the file size while maintaining image clarity. You can easily experiment with different color settings using the Optimize palette. From there, ImageReady gives you the ability to preview your image in the browser of your choice, along with information about Optimize palette settings, size, and HTML tags. Also, selecting any given pixel gives you its RGB values as well as the hexadecimal values.—which are important for blending graphic images in with the background or page color. The Optimization palette lets you adjust compression settings for GIF, JPEG, PNG-8, and PNG-24 files. Be aware though, that many browsers do not support PNG-8 or PNG-24 files. If you want to target a product to a large audience, you're probably better off using the GIF and JPEG file formats, at least until the new formats become an industry standard.



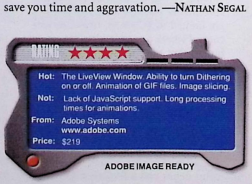
actions and animation

You have the option of playing an action on a group of files by creating a Droplet. This is a miniature program that allows you to apply Optimize palette settings to an individual file or batch of files, saving unnecessary repetition in image creation.

Animation in ImageReady works fairly well and is a straightforward process. I liked the ease with which animations were constructed. There were a few core tools to choose from—among them Position, Tweening, and Delay. With Tween you can quickly create new frames that vary a layer's opacity or position, and create the illusion of a single element in a frame moving or fading in or out. You can also preview the animation in a browser. ImageReady enables you to create image maps using a circular, rectangular, or polygonal hot spot to go with the image, along with HTML information you can add. Another important feature is Image Slicing, by which you can cut a larger image into pieces, with the help of guidelines. In addition, ImageReady places the sections of the image in a table in the HTML file.

System Requirements: PowerPC, Mac OS 7.5.5 (OS 8 recommended), 20 MB hard disk space, color monitor w/256 colors or more (millions recommended), CD-ROM drive.

ImageReady is designed for the Web, but it retains characteristics similar to Photoshop—although it has features not found in the latter. And again, your learning curve will be shorter if you have experience with Photoshop. If you are active as a Web developer, ImageReady will save you time and aggravation. —NATHAN SEGAL


RATING ★★★★
Hot: The LiveView Window. Ability to turn Dithering on or off. Animation of GIF files. Image slicing.
Not: Lack of JavaScript support. Long processing times for animations.
From: Adobe Systems www.adobe.com
Price: $219
ADOBE IMAGE READY

webSavant

get websmart the easy way

web development

If you want to learn to make really professional-looking Web pages, one of the best of several available options is webSavant, an interactive Website design and development tutorial software package by Savant Interactive, Inc.

webSavant is a set of four CD-ROMs that show you how to create and publish Website content through the medium of QuickTime movies. Nearly eleven hours of on-screen instruction demonstrate the elements of Website design, with an instructor's relaxed and conversational voice-over.

Unlike a classroom course, you can return to and repeat any instruction as many times as necessary to understand it clearly. You don't have to spend time on aspects of Website design that are not of interest to you; and you can learn at your own speed and on your own schedule, in your home or office.

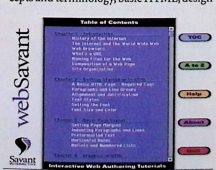
The narrator explains each step-by step process clearly. No time is wasted on product promotions and fluff. The webSavant tutorials show how to develop a Website beginning with the basics of HTML on up to such advanced and sophisticated content as animation, JavaScript, video, and PDF. You hear, see, and try out techniques.

course compression

Savant Interactive claims that the information included in webSavant is equivalent to a year's college course. After reviewing the software, I believe them. "It's the kind of product I wish was available back when I started learning Website production," says Eric Youngquist, Savant Interactive's president and co-founder. "You don't have to travel to expensive seminars or plow through stacks of thick books. webSavant is the ideal private tutor—it never gets impatient, and it follows your schedule."

The tutorial progresses through concepts and terminology, basic HTML, design tips, and how to publish a Website online. Users with some Web-authoring experience can move directly to more advanced instruction. Topics covered include:

- Introduction to the Web
- Getting Started with HTML
- Basic Page Layout
- Creating Hyperlinks
- Setting Document Colors
- Creating Web Graphics
- Putting Graphics in Your Page
- Table Fundamentals
- Dividing Windows with Frames
- Gathering Input with Forms
- Layout with Tables and Frames
- Audio Formats & Compression
- Video Formats & Compression
- The Power of JavaScript
- More Power with CGI
- Converting Print to PDF
- Macromedia Flash
- Getting Your Site Online
- Search Engine Secrets



major bundle here

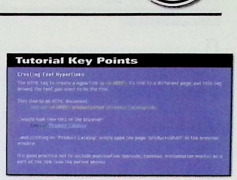
webSavant comes bundled with 28 software applications plus QuickTime 3.0, which is necessary to run the tutorials. Included are demo copies of BBEdit and Debabelizer, Netscape Communicator 4.05, and other freeware and shareware like Adobe Acrobat Reader and Aladdin's StuffIt Expander. The tutorials show you how to get the most out of the best software and shareware for each particular element.

Boot up Disk 1 and drag the Toolkit applications folder to your hard drive. Install whatever you don't already have on your HD, and you'll be prepared to try out for yourself the stuff you learn in the tutorials.

Open the appropriate (68K or PPC) webSavant application on the CD and the TOC window shows a list of the chapters and lessons included on that CD. A click on the "A to Z" index button reveals a detailed list of every topic covered in the training movies.

Clicking on a lesson topic in either window brings up a lesson window, which is a virtual Mac desktop with the appropriate application window shown—BBEdit, Netscape, Fetch, or whatever. QuickTime movie controls appear at the bottom of the window. You can keep webSavant running while you work on your actual Website.

When you finish a lesson, a Key Points window appears showing a summary of what you have just learned, and with navigation options for what you want to do next. The summaries



may also be downloaded from the webSavant Website and printed out to make a 140-page reference booklet.

Registered users have access to the "Savants Only" section of the Website, where the latest information on Website development is posted, plus new tips, tricks, and other useful stuff.

no disappointments

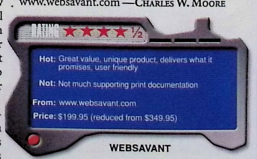
I had trouble finding things to complain about. webSavant performed as advertised, seems a highly effective and convenient mode of learning, had no obvious bugs, and is extremely well organized. I might prefer a bit more print documentation, but the package is so user-friendly and intuitive, this is not a major issue; and there's always that Summary print-out option.

As far as I'm aware, there's nothing else quite like webSavant on the market. It is simply the most comprehensive and complete single source available for learning Web page development. webSavant will teach you everything you need to know about building the sort of Websites you want, whatever your criterion.

webSavant is available for both 68040 and PowerPC Macs. Minimum system specifications are:

- CD-ROM drive • 8 MB available RAM
- 8-bit color monitor
- System 7.1 or higher
- QuickTime 3.0 (included)
- 640x480 resolution monitor supporting 256 colors

For more information, visit the Website, www.websavant.com —CHARLES W. MOORE


RATING ★★★★½
Hot: Great value, unique product, delivers what it promises, user friendly
Not: Not much supporting print documentation
From: www.websavant.com
Price: $199.95 (reduced from $349.95)
WEBSAVANT

Adobe After Effects 4

A happy-maker for sure

graphics

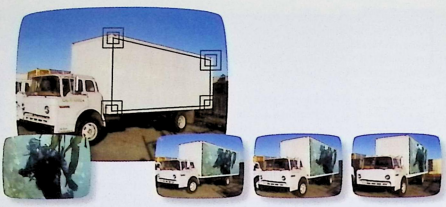
One of the most anticipated new software releases for Digital Video users has been *Adobe After Effects* version 4. The months leading up to the new release were filled with wild speculation on what features had been added to or taken away from the product, and what new effects would be possible with this industry-leading tool for visual effects artists working on desktop machines. Now that the product is shipping, most AE users will find that all the features they had requested most are included, as well as a few surprises.

new look

To start with, the interface has changed just a little. Adobe gave AE4 a face lift so that it would better match their other graphics packages (Photoshop, Illustrator, etc). This will make it easier for a graphic designer familiar with Photoshop to buy After Effects and quickly become a *motion* graphic designer. You'll now find an Adobe "Tabs" function that allows you to group different pallettes or compositions into the same window. This feature will save you screen real estate and allow you to jump quickly between different compositions to see how one change affects another. The ability to single out video clips, graphics, and compositions by assigning them different colors has also been added (like the Color Labels in the Macintosh Finder). In that same vein, you can now enter comments about a particular piece of footage, which is very useful if you share the workload with others. There is also a whole new set of guides and rulers that allow you to line up footage anywhere on the screen. With an Align Palette very similar to the one in Illustrator, you can now line up two or more layers along either a vertical or horizontal axis. Last but not least, the AE4 team brought the "Adjustment Layer" feature from Photoshop over to this new release. This is a beautiful thing because you can now add effects that affect only the layers below the adjustment layer in your comp. A very useful feature when you don't want to pre-comp in order for an effect to cover many layers at once.

new power

The Masks feature set has also been dramatically redesigned. You can now create up to 128 masks per layer. You can also add rotation and skewing to your masks (as in Photoshop) and give them "operational properties" such as add, subtract, intersect, difference, and invert (as in Illustrator). You can even rename your masks in the time layout window so it is easier to keep track of all of them.



Motion Tracking in After Effects. I think the diver looks good tacked onto the side of a moving truck. An aquarium on wheels!

RAM-Previewing is probably the most acclaimed new feature in AE4. It allows you to render sections of your composition into RAM and watch all the layers and interaction play back in real time. You are limited only by how much RAM you have, so if you are planning on using this feature a lot, I would definitely have at least 500 MB installed.

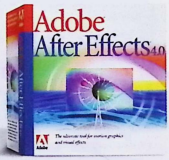
new toys

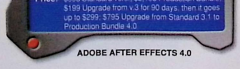
Among new effects you'll find a whole new set of audio tools, including backwards, bass & treble, delay, modulator, reverb, and chorus. AE4 also includes a whole new crop of Render effects, which allow for lines and filled objects to come alive. For example, by using the Audio Waveform effect you can now transform a simple line into the waveform of any audio piece you import into your project.

The AE team has also added a particle creation system that you would normally find in a full 3D program. Particle Playground uses real life properties like gravity and repel to have each particle come alive and make them move realistically. Now, when you add white flakes to a scene, you can really make them look like snow.

final thoughts

So by now you may be asking, "Are there any disappointments with After Effects 4?" Well, I would have liked to see an automatic backup feature added. Somewhere in the Preference settings you should be able to set a backup folder that automatically saves your project (in case of a crash) every 10 minutes or so. If my word processor can do it, so should my high-end compositing and animation program. Also, if you bought the Production Bundle ($2000+) of AE version 3 a year of toll-free tech support was included. With version 4 you only get 90 days of tech support included and it's a toll call. That was very disappointing. But all-in-all, After Effects 4 is a must have upgrade for any AE user. It will help you work faster and all the new features give you more power to create. —Rod Harlan




RATING
★★★★
Hot: Tabs; RAM Previewing; new effects
Not: Change in customer support
From: Adobe Systems (408) 536-6000
www.adobe.com
Price: $995 Standard vers.; $2,195 Production Bundle;
$199 Upgrade from v.3 for 90 days, then it goes
up to $299; $795 Upgrade from Standard 3.1 to
Production Bundle 4.0

ADOBE AFTER EFFECTS 4.0

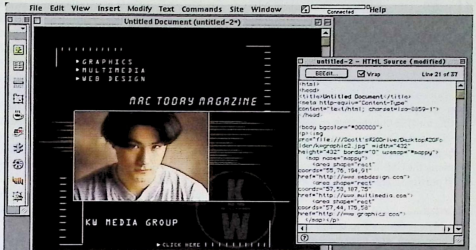
Macromedia Dreamweaver

This may be the web design tool of your dreams

web design

If you've outgrown the entry level Web design program (like PageMill or Microsoft Frontpage), and you're ready for something with more power and oomph, Macromedia has just the ticket with Dreamweaver 2.0.

This update to their WYSIWYG Web design application has created a major ripple in the high-end Web page design category once completely dominated by GoLive CyberStudio (now known as Adobe GoLive). And high-end designers are flocking to it for its ease of use, flexibility, and advanced design capabilities.



freedom on the level

One of Dreamweaver 2.0's slickest features is its use of "Layers" to design Web pages. This enables the designer to place objects anywhere on the page, and unties the hands of page designers by adding a level of creative freedom. Once you have all your layers in place, rather than creating a bunch of complicated HTML code to pull off this markup marvel, Dreamweaver 2.0 automatically creates all the necessary tables to maintain your exact layout. It's really very clever. You can even group various layer elements together and work with them as a unit during this design stage.

Another cool feature is the ability to create JavaScript effects (like mouseovers) with just a few clicks because Dreamweaver does all the work—no JavaScript experience necessary. Adding HTML-based tricks to your page is easy using Dreamweaver's automated scripting, where you can drag and drop effects right onto your page. Dreamweaver really excels in letting you add advanced features to your pages without being an advanced programmer.

Also brilliant is the ability to have your main preview window open and view (and edit) your HTML source code at same time. You can switch back and forth without fear, and the code Dreamweaver writes is notoriously clean (in fact, it even has an HTML Clean Up feature that looks for, well, dirty code and cleans it up). The smoothness of its WYSIWYG to HTML source code "round-trip" is amazing and Dreamweaver does a first rate job at writing only the clean code you need (without a bunch of extraneous tags, as most of its competitors are prone to do).

features in profusion

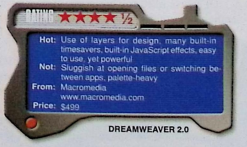
Other features include: built-in spell checker; robust site management capabilities that let you rename, move, troubleshoot, and link pages, plus site search and replace capabilities; the ability to use templates and base pages on saved designs so all navigation and other "master page" elements are already in place (a way to separate the content from the design, great for updating news pages); a well thought-out implementation of color features throughout the program, including an eyedropper that samples a color from almost anywhere and snaps to the nearest Web-safe color; advanced table editing (the best I've seen yet); and nice integration with other Web design tools (in fact in ships with BBEdit 5.0).

however comma

As much as I like Dreamweaver 2.0, there's one thing in particular that drives me nuts about using it. Opening a file takes forever. It's like the screen freezes for about five full seconds. This also happens when you close a file. Same thing when you switch between apps. If I want to jump over to Photoshop for a quick graphic, when I click on the application menu, nothing happens for at least four or five seconds (it feels more like 10). While you're working *in* Dreamweaver, everything feels very zippy, no complaints there, but opening, closing, and switching—total molasses. It's also a little palette-heavy so you'd better have a big monitor or you'll have a viewing area the size of a postcard for your layout.

But obviously, those two gripes didn't stop me from switching over to Dreamweaver 2.0, because now it's the only Web page layout tool I use. Overall its implementation of Cascading Style Sheets and Dynamic HTML make it the most powerful Web design tool out there, yet it's amazingly easy to use. Besides all its big guns (DHTML, automated scripting, site management, the cleanest HTML in town, simultaneous visual and source editing, and precise table editing), it was all the clever little features, and built-in time-savers in Dreamweaver 2.0 that really won me over.

I don't know if there's anything out there that lets you create such a sophisticated a page (or site) without your having to become a total propeller head. It's slick, it's powerful, it's expandable, and perhaps best of all, it's fun to use and to me, that was the clincher. —Scott Kelby


RATING ★★★★½
Hot: Use of layers for design; many built-in timesavers; built-in JavaScript effects, easy to use, yet powerful
Not: Sluggish at opening files or switching between apps, palette-heavy
From: Macromedia
www.macromedia.com
Price: $499
DREAMWEAVER 2.0

iMate and iPort for the iMac

It's all about connections

peripherals

By now, everyone is aware that the iMac is reigning supreme as the computer of choice for quite a few people. And everyone is also aware of the dire lack of connectivity to older equipment. While this situation is changing daily, sometimes the solution of choice is right before you. So, if you are waiting for USB-to-whatever converters, fine. The rest of us are turning to Griffin Technology. This company has two iMac solutions; the USB-to-ADB *iMate* and the serial port/monitor-out card, the *iPort*.

iMate

The iMate is designed to bridge the gap for those users who must have an ADB port on their iMac for some particular solution, such as using their favorite ergonomic keyboard, using a hardware dongle, or just wanting to keep their custom-painted mouse. The iMate is simplicity itself; install the driver software, plug the iMate into a free USB slot, and plug in your ADB device. (FYI: the latest version of iMate driver software is 1.0b6, which is available at www.griffintechnology.com.)

I tested the iMate using an older Apple ADB keyboard and mouse. Both worked flawlessly and could even be hotswapped in and out of the chain. In one test, I wanted to use the USB and ADB keyboards simultaneously; certain applications allowed this (a word processor), others didn't (games). This seems to be a bit of an extreme usage, but I had to try anyway.

iPort

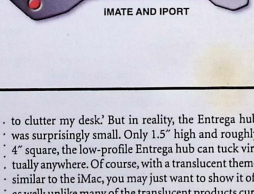
The iPort is far more complex to install since it is a card that must be mounted on the motherboard of your iMac, with the ports coming out of the mezzanine slot (that little blue plate right under the USB ports.) Please note that the iPort will work *only* on Rev. A and B iMacs, not the new "flavored" models.

Installation, while no more difficult than a memory upgrade, can be nervewracking. The accompanying installation manual is very complete and thorough, but great care must be taken during installation. Apple has stated, rather enigmatically, that installing the iPort does not void the warranty…unless you break something. Cryptic at best, so if you've never done anything to the inside of any computer, leave this installation to an authorized dealer. There is also a control panel to install, which is up to version 1.3.1 as of this writing. It too can be downloaded from the Griffin Website as noted above.

Once installed, I did not have a single glitch with the iPort. I installed a 15-inch multiple-sync monitor to the video-out of the iPort and had an instant mirror of what I was seeing on the iMac. Note that the monitor out is only a mirror; you will not be able to have the benefits of having two monitors to work with to increase workspace. Suffice it to say that if you have a large monitor that you can't live without, the iPort will give you the opportunity to use it once more.

As for the serial port, I threw everything I could at it to make it hiccup and it just wouldn't do it. The iPort showed up in every place it was supposed to and acted accordingly. I attached a standard A/B serial switch to it, then connected a PalmPilot cradle to A and my venerable StyleWriter II to B. Both worked flawlessly. I was even able to connect a Philips Nino cradle (using Virtual PC with Windows 95 and WinCE services, no less) and had it synchronizing data as if it were connected to a PC. Even blowing out every piece of MIDI gear I had for a really complex piece of music didn't cause the iPort to go into a serial overrun error, a task I could do with much less effort on my old LCII.

Even though the need for such solutions will eventually fade away, the option of being able to use existing hardware makes the purchase of both the iMate and iPort far less of a decision. The rock solid performance of both makes the recommendation even easier. —Kevin Brislin


RATING ★★★★½
Hot: Rock solid performance that handles anything
Not: Installation not so easy for the iPort
From: Griffin Technology
80 Fesslers Lane, Nashville, TN 37210
(615) 255-0990 www.griffintechnology.com
imac@griffintechnology.com
Price: iMATE $49; iPORT $79

IMATE AND IPORT

Entrega Hub 7U

The more the merrier

peripheral

You've probably heard all the positives about USB, and Apple's adoption of it to replace serial, ADB, and SCSI ports. Easy, hot swappable, able to connect up to a whopping 127 devices at a time. All good things.

Of course when you buy a new generation Macintosh, the colorful iMac or G3, no one stops to tell you the downside. One hundred twenty-seven devices or seven devices, your Mac is limited to only four available USB ports; two on the computer itself, and two on the keyboard. Make that only *two* once you realize that your keyboard quickly occupies one of the computer-mounted ports, and your mouse one of the keyboard mounts. Looking around my desk I count a minimum of four devices waiting to step up to the USB plate: a printer, modem, scanner, and Zip drive. With no floppy drive in the new Macs, I ponied up for a SuperDisk too, bringing the grand total to *five* devices. And unlike their SCSI counterparts, the Zip drive and scanner offer no option for plugging in the next device in line. Five minus two equals three devices missing the cut. Even a kindergartener can do that math.

multiplication tables

The solution? USB "hubs," devices that plug into one of those two remaining USB ports, but allow you to "daisy chain" up to seven additional peripherals. Recently I had an opportunity to test drive one such multi-port vehicle, Entrega Technologies' 7-port *MacHub*.

My first reaction was 'Great, another thing to clutter my desk.' But in reality, the Entrega hub was surprisingly small. Only 1.5" high and roughly 4" square, the low-profile Entrega hub can tuck virtually anywhere. Of course, with a translucent theme similar to the iMac, you may just want to show it off as well; unlike many of the translucent products currently flooding the market, this one looks as if it could have actually been designed in Cupertino.

On the back you'll find standard USB connections for up to seven devices, as well as a 6-foot "master" cable that connects to any of the open USB hubs on your computer or keyboard, and a power cable to provide the required juice. Plug it in and suddenly there's a wealth of open USB ports. Dual color LEDs indicate power and port status, and hubs are even stackable for the true power user who requires more than the 7-device limit.

continued on page 37

Entrega Hub 7U

Continued from page 36

hot swap meet

Like the machines it was designed for, the MacHub couldn't be more elegant in its simplicity. Each hub features 500 mA of output power, and unlike many of the hubs on the market, each port is powered individually; if a peripheral fails or shorts out, the port automatically shuts down, then is reset when a new device is plugged in. It also didn't seem to matter what device occupied what port.

The Entrega hub is a little pricier than most of its competition, with the 7-port model retailing at $99.95. Mail order prices are lower, between $79 and $89. It also can't be used as a "self-powered" hub, as can the iMaccessories iBus and Macally iHub, meaning that an extra slot in the surge protector is a must.

But for the peace of mind offered by individually powered hubs, not to mention great looks, I'll pay the few extra dollars…and open up a slot in that surge protector. —Jeff Hemmel

RATING ★★★★½
Hot: Connects up to 7USB devices per hub; individually powered ports; attractive "iMac" color scheme; small footprint
Not: No self-powered mode; somewhat pricey
From: Entrega Technologies, Inc. 949-859-8866 www.entrega.com
Price: $99.95
ENTREGA HUB 7U

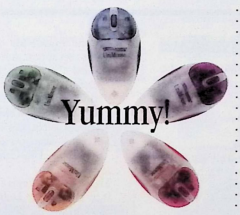
Contour UniMouse

Avoiding Apple's mouse trap

peripherals

Most people just love their iMacs. They also love the new G3s. Fast and simple, easy on the eyes, and a certain coolness factor that can't be beat. But if there is one part of both machines that is definitely not feeling the love, it would have to be the mouse. That cool-as-heck, translucent… hockey puck.

What's wrong with it? Let me count the ways. For starters, it's an ergonomic nightmare. In today's age of wrist strain and carpal tunnel syndrome, Apple has offered up a small, low-profile mouse that has absolutely no support for your hand or wrist. It's also completely *round*. Reach over and grab it without looking and you're as likely to drive your pointer sideways as up and down. There's no way to orient it in your hand, no way to know which end is up without taking your eyes off the screen and looking. And let's face it, that's just not the Macintosh way.



mighty mouse

To the rescue comes the *UniMouse* from Contour Design. Available in five translucent and "yummy" flavors, one to match each of the new rainbow iMacs as well as the new G3, the UniMouse is everything the Apple mouse is not. And at a price that Apple couldn't touch: $39.95.

It's ergonomic; shaped almost perfectly to fit into the palm of your hand, the UniMouse slopes gently away from a high point at its center, and flattens off at its two large fingertip buttons, your index and middle finger straddling the small third button for quick access. Large rubberized cutouts are raised slightly along the mouse's sides to grip with your thumb and fingertip for control, and the height is near perfect, supporting your hand in a natural position that allows your wrist to relax.

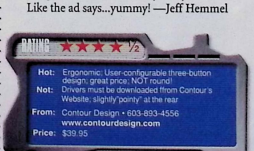
The UniMouse also one-ups Apple in making far better use of the Mac operating system. With three buttons to choose from, the Uni Mouse can be set up to perform a variety of tasks that would normally require keyboard+mouse-click combinations. Yes, you can simply plug in the hot-swappable USB connection and it's ready to roll, with each of the three buttons working as simple mouse clicks, but the Uni Mouse's real strength comes from designating each of the three buttons to perform a simple task. Unlike other mice that have a configurable driver, the UniMouse requires you to visit Contour Design's Website, where a variety of pre-configured drivers already await. Preview the setup that appears best fits your style (there are 16 choices available, double that if you consider that each is offered for both left *and* right handers), then download the complete collection of drivers and drop your choice on top of your closed System folder, where it will be routed into the Extensions folder. Restarting your computer isn't even necessary; just unplug the UniMouse, then plug it back in and the driver is active. I configured my Uni Mouse to "click" on the left button, "double-click" on the center, and "control-click" (to take advantage of OS8's contextual menus) on the right. It saves time, and I never remember which key activates those darn contextual menus anyway.

coolness quotient

Drawbacks? Not many. Some people may not like the fact that you have to download pre-configured drivers, rather than program your mouse on the fly. With so many choices I wasn't bothered. Contour even invites your personal preferences if they do not already exist, with the promise to possibly incorporate your setup into future releases. It's also one less CD for me to lose. I do wish the UniMouse had a little more heft under the base of my palm rather than tapering to such a point, but it's a very minor complaint.

The other drawback that I anticipated never happened. I thought I would definitely miss the "coolness" of the Apple mouse, but with its translucent blue and white color scheme, the UniMouse looks right at home next to my shiny new G3.

Like the ad says...yummy! —Jeff Hemmel


RATING ★★★★½
Hot: Ergonomic; User-configurable three-button design; great price; NOT round!
Not: Drivers must be downloaded from Contour's Website; slightly "pointy" at the rear
From: Contour Design • 603-893-4556 www.contourdesign.com
Price: $39.95
CONTOUR UNIMOUSE

HOW To

INSIDE MACOS8.5

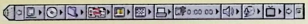
by

Maria Langer

using the control strip

The Control Strip, which appears at the bottom of your screen, offers a quick and easy access to certain Mac OS features. It is automatically installed as part of a standard Mac OS installation.

The menus that appear on the Control Strip vary based on your Mac model and its installed features. The Mac OS installer knows what your computer supports and only installs the appropriate Control Strip modules. Here's the Control Strip as it appears on my Power Macintosh G3/300 tower. (Alas, not the new blue one; the last beige one.) Most of these modules should appear on most recent Mac models.

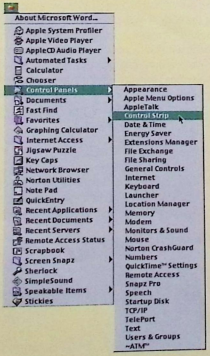


In this column, I explain how to display and modify the Control Strip, how to use its menus, and how to find and add more Control Strip modules.

viewing the control strip

The appearance of the Control Strip is determined in part by the Control Strip control panel. Choose Control Strip from the Control Panels submenu under the Apple menu.

The Control Strip control panel appears:



Use the **Show/Hide** radio buttons to set appearance options:

- **Show Control Strip** is the default choice.
- **Hide Control Strip** turns it off.
- **Hot key to show/hide** enables you to set a key combination that, when pressed, toggles the display of the Control Strip.

The default hot key is Command-Control-S, but you can change it by clicking the **Define hot key** button when the **Hot key to show/hide** radio button is selected.

Use the **Font Settings** menus to choose the font and size of the text that appears on Control Strip menus.

When you're finished setting options, click the close box to save them.

When the Control Strip is displayed, you can expand or collapse it by clicking or dragging the tab on its end. Click the tab to collapse the Control Strip so all of its modules are hidden:

Drag the tab to display just some of the modules:

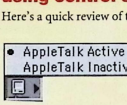
When only some modules are showing, you can click one of the arrows at the ends of the Control Strip to scroll the modules within the Control Strip's length. If you click the close box at the base of the Control Strip, the Control Strip disappears. This is the same as selecting the **Hide Control Strip** button in the Control Strip control panel.

If you've compared the illustration near the beginning of this article to the Control Strip on your screen, you've probably noticed a big difference: my Control Strip comes out of the right side of the screen and yours comes out of the left. Why? Simple: I moved it there.

To move the Control Strip, hold down the Option key and drag the Strip to a new position on screen. When you release the mouse button, the Control Strip moves. You can use this technique to place the base of the Control Strip on either side of your screen. You can even use it to move the Control Strip up—although I agree that it's more convenient at the bottom of the screen. (Are you wondering why I moved my Control Strip to the other side of the screen? I'll tell you in a future column.)

using control strip modules

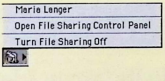
Here's a quick review of the modules on my Control Strip.



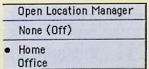
• **AppleTalk Switch** enables you to turn AppleTalk on or off without opening the Chooser. The picture on the module's button indicates whether AppleTalk is active—little wires come out of the Mac when AppleTalk is turned on.

• **Play a CD** (at left) enables you to play an Audio CD without opening AppleCD Audio Player.

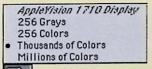
• **File Sharing** enables you to turn File Sharing on or off without opening the File Sharing control panel. When File Sharing is enabled and users are connected, the user names appear on the menu. The module's button changes its appearance depending on whether File Sharing is turned on or off or users are connected.



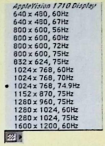
• **Apple Location Manager** enables you to switch to an Apple Location Manager location or disable Apple Location Manager without opening the Apple Location Manager control panel.



• **Monitor BitDepth** enables you to set the number of colors for your monitor's display without opening the Monitors & Sounds control panel. The options offered vary depending on your computer, monitor, and amount of video RAM.

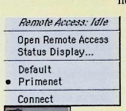


• **Monitor Resolution** enables you to set the screen resolution for your monitor's display without opening the Monitors & Sounds control panel. The options offered vary depending on your computer, monitor, and amount of video RAM.



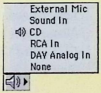
• **Printer Selector** enables you to set the Default printer without opening the Chooser. Its menu displays all printers for which a desktop printer has been created.

• **Remote Access** enables you to connect to or disconnect from the Internet without opening the Remote Access control panel or Remote Access Status application. When connected, the module's button can display information about the connection, such as the amount of time connected as shown here. You can customize the button's display by choosing Status Display from the menu. (This is my favorite Control Strip module—I use it all the time!)



• **Sound Volume** enables you to set the computer system volume without opening the Monitors & Sounds control panel.

• **Sound Strip** enables you to select a listening source without opening the Monitors & Sounds control panel. The options available vary depending on the capabilities of your Macintosh.

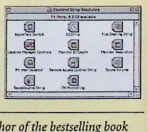


• **TV Mirroring** enables you to mirror your computer screen onto a television screen. This option is only available if your computer has video in/out ports.

finding and adding control strip modules

Shareware and freeware Control Strip modules are widely available on online services and the Internet. Visit www.shareware.com/ or www.downloads.com/ and search for Macintosh control strip.

To install a Control Strip module, follow the instructions that come with it. Although installation is usually as simple as dragging a Control Strip module file into the Control Strip Modules folder in your System folder, some modules require the proper installation of additional support files. If you don't install the Control Strip module properly, it won't work. mt



Maria Langer is a freelance writer who has been using a Mac since the days of System 6.0.3. She is the author of the bestselling book Mac OS 8.5: Visual QuickStart Guide *and more than 20 other computer how-to books. Visit her on the Web at www.gilesrd.com/mlanger/.*

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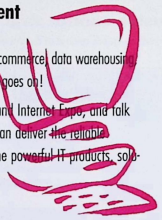

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READER PROFILE

Each issue we profile one of our cool readers, then forward their answers to the CIA for their files. This issue we're proud to profile:

GUY VARDAMAN

Vital Stats
Age: 34, Born in: Glendale, California: Raised in San Jose, California (Silicon Valley!) Resident of Burbank, California (I love California!)

Occupation:
Senior Producer, STAR TREK: CONTINUUM

Favorite film:
Blade Runner or Man with Two Brains (depends on my mood)

Latest book read:
Idoru and the Star trek Cookbook (for the jokes, not the recipes!)

Interests/hobbies:
SCUBA, Bicycling, computer games, home repairs(!)

Favorite bands:
Adam and the Ants, Blondie, Prodigy, Rage Against the Machine, Beastie Boys

Favorite TV shows:
South Park, Frasier, Star Trek, Futurama has promise...

Latest project: *Rain gutters!*

Accomplishments:
Learned to speak, walk, drive, swim, bicycle, use a computer, drink java, date, use Video works II and Pixel Paint, SCUBA dive, use Photoshop and Illustrator, HTML, JAVA code (a bit, not as much as I drink it!) I could probably go on... how many pages is this? No, really…Built a reference library for Star Trek licensees still in use at Paramount, Launched (with others) Star Trek on the internet, (on MSN!—or is that "in spite of"?)

Favorite software programs:
Adobe Photoshop, Adobe Illustrator

What was your first Mac?
a Mac II in 1987, following an Apple IIc and IIGS (a year later I bought a Mac Plus for use at work!)

Why did you choose Macintosh over Windows?
Ease of use, Dark Castle, "Net Trek"

Which version of the Mac OS are you running? *8.51*

Mac setup:
iMac, 9600w/G3 250, 328 MB RAM, two 9 Gig HDs, two 17" monitors (ATI VR cards), Kensington 2-button mouse

Favorite Website:
I'm too biased. I have to say startrek.com

Favorite Mac Game:
Currently Starcraft, though Diablo ate most of my Christmas holiday.

If you became Apple CEO, what would you change first?
iMac mouse

Greatest ambition:
Is it too late to be King?

Biggest thrill:
Working on Star Trek: The Next Generation and for Gene Roddenberry has to rank up there!

Personal philosophy:
Nothing is set in stone. No matter where you go there you are—so make the best of it!

Strangest Experience:
Censored—Don't kids read this magazine?!

Shameless Plug:
1. Go To http://www.startrek.com
2. See nice ad.
3. Click"refresh" a thousand times.
4. Have a nice day (I will!)

Favorite Magazine:
Popular Science

Mac Magazine of choice:
Why, uh MacToday -- Of course!

MACWEBWATCH

Reviewing some of the coolest Mac sites on the Web. But wait, aren't all cool sites Mac sites?

BY DONALD "THE COMPUTER GUY" WIGGINS

Writing this column is a great deal of fun. I get to look for the best of the best Websites and share them with you. It's usually pretty simple to come up with six to ten different sites, and choosing ones that meet a variety of needs isn't so hard either. This time it's a bit trickier. I picked out the ten best sites—that's a little more difficult. The Chosen Ones must meet certain criteria to be included in this list. First, they must be up and running all of the time. Second, they must provide a useful service to the Macintosh community. Third, they either have to look good with lots of well-done graphics that are small in size, or they must load fast if the graphics are minimal. And finally, I've gotta like 'em!

If you've read the previous columns you know that there are some really good places to visit on the Web. Picking only ten was somewhat hard, but also easy because these ten kinda jumped out at me. They are all outstanding for different reasons. So without further ado (you mean there has been some ado already?) here are *Mac Today's* top ten Websites of the year in descending order with an abbreviated description of each.

#10. Apple

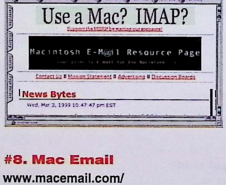
www.apple.com/

Well, what can I say? Gotta have the Mother Ship on the list. **Apple** provides a resource that is both visually pleasing and full of information, software updates, and items for sale. Apple makes this a site that should be book-marked and visited often.

#9. Mac Surf Shop

www.macsurfshop.com/

Mac Surf Shop has wonderful graphics along with online games and access to an online store. You can also use it for a jumping-off point to surf the Web by checking out their links section. Great looking site. *Really* great looking site. Everyone should take notes on how to design a site that looks this good.



#8. Mac Email

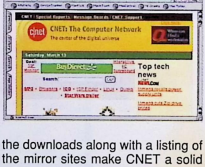
www.macemail.com/

EVERYBODY uses email. I mean this is the major draw of the Internet. Web browsing is fun and can be productive but email is the meat and potatoes of the online crowd. This site is indispensable for information on various email programs, how they work, fixes and patches, and links to appropriate other Websites.

#7. CNET

home.cnet.com/

Major download site. I mean this site is huge and kept current. It's a great resource for downloading that hard-to-find piece of software. Good descriptions of the downloads along with a listing of the mirror sites make CNET a solid seven on the list.



6 MacCentral

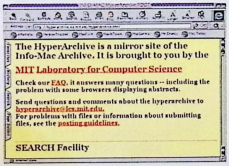
www.maccentral.com/

Mac Central. News, news, news, and well-known writers make for a site that you should visit every day. Andy Ihnatko, Bob LeVitus, and Don Crabb will inform and educate you from their own unique perspectives. I particularly enjoy Bob LeVitus' "Ask Dr. Mac" column.

#5. Ask Jeeves

www.askjeeves.com/

This is the only site on the list that hasn't been reviewed before. And it's a doozy! Made on a Mac, this site has a definite attitude. Usually search engines are a bit difficult to use. Not **Ask Jeeves!** You type your question using plain English, Jeeves checks the spelling and then presents you with a list of multiple hits. Wonderful! Check out the "Why Macs are better" section.


The HyperArchive is a mirror site of the
Info-Mac Archive. It is brought to you by the
MIT Laboratory for Computer Science
Check our FAQ. it answers many questions -- including the
problem with some browsers displaying shitrock.
Send questions and comments about the hyperarchive to
hyperarchive@lcs.mit.edu.
For problems with files or information about submitting
files, see the posting guidelines.
SEARCH Facility

#4. Hyper Archive

hyperarchive.lcs.mit.edu/HyperArchive.html

Are you a software freak? Always looking for new stuff or that hard-to-find shareware? Well, **Hyper Archive** is for you. Filled to the brim with software goodies, this easily navigable, minimal-graphics site is a resource you can't pass up.

#3. MacInTouch

www.macintouch.com/

I check this site every day. It contains absolutely up-to-the-minute information about what's going on in the Macintosh community along with anything else that seems relevant. Good links and practical help offered in a graphics-free format. This Web page loads fast and is filled to the brim with timely information.

#2. MacFixit

www.macfixit.com/

I practically live on this site. Along with MacInTouch, **MacFixit** provides great news, information from companies and about companies, fixes and patches, links, and software resources. Once my browser opens this is the second site I hit and I'm always pleased with what I find. If you want to know what's going on check here. This is a great site for self-education.

and my # 1 pick for website of the year is:

Version Tracker

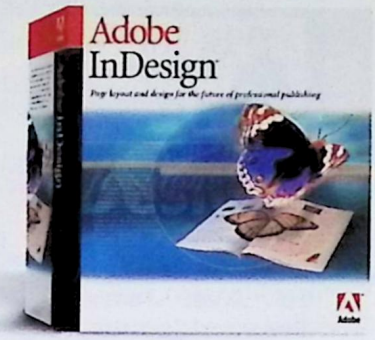
www.versiontracker.com/

The first site I hit is **Version Tracker.** This is without a doubt my favorite site. I have it marked as my home page. Version Tracker lists software as it is released and provides links to get it. There is also a search engine to find that application you thought you saw about a month ago. Excellent information and minimal graphics make this my number one pick.

Well, that does it. There are a lot of excellent sites out there and it's tough to list only ten. I do have a couple of Honorable Mentions. Microsoft's Mac-Topia and AltaVista's search site. If you've got a favorite Website to share or just want to comment on these selections you can email me at: neondon@tampabay.rr.com. Until next time…Happy Mac-ing! mt

Do you use Adobe Photoshop?
www.photoshopuser.com

adobe enters the high end page layout market



ADOBE GOES HEAD-TO-HEAD WITH QUARKXPRESS WITH THE INTRODUCTION OF ADOBE INDESIGN. NEW FROM THE GROUND UP, IT HAS OVER 1,400 FEATURES AND VIRTUALLY SEAMLESS INTEGRATION WITH ADOBE'S OTHER HIGH END APPS PHOTOSHOP AND ILLUSTRATOR.

BY SCOTT KELBY

What would it take for professional designers to give up using QuarkXPress? To jump ship and abandon the layout application they've learned to love from the company they love to hate? I can tell you, it's going to take one hell of a program because try as they might, no one's come even close so far. For any new competitor to succeed, it can't be "close to Quark," or "as good as Quark," it's gonna have to be better. A lot better.

The idea of knocking Quark off their "high and mighty" throne isn't new, there's been talk of it for years, and a few applications (even some from Europe) have all taken their shot at the title, but most have lasted only a few rounds. But Adobe recently announced, during the keynote speech at Seybold Boston, a new high-end page layout program called *Adobe InDesign*, that looks like it has the juice to bring the big boy down. And from what we've seen and heard, Quark has plenty to be concerned about. The buzz is already on the street and they're not saying it's as good, they're not saying it's a little better—they're saying that this is it, the long- rumored "Quark Killer."

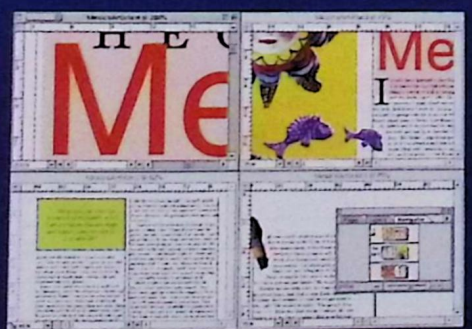
Adobe InDesign (better known by its code name "K2") has got a triple combination (new high-end features, tight integration with Photoshop and Illustrator, and the customer service to back it all up) that are likely (even if not immediately) to put QuarkXPress on the mat.

a whole new world

InDesign isn't a new version of Adobe PageMaker (which is still the #1 page layout application in the world, mostly because of its penetration in the Windows business market, where it reigns supreme). This is a totally new application from the ground up which touts over 1,400 features including many never before seen in a page layout application.

a familar place

One of the first things you notice about InDesign is the look. It's looks mostly like Adobe Illustrator, but has more than a hint of Adobe Photoshop. Adobe's idea (of course) is to make InDesign look and feel like Adobe's other applications (in-



Multiple views of the same document

Sticking a finger in Quark's eye—InDesign enables you to have elements overlap the pasteboard and still remain editable.

You can edit Photoshop clipping paths, then paste them inside another frame (shown above) to create text runarounds and other effects

cluding using many of the same keyboard shortcuts) and includes the ability to zip into Photoshop for a quick image edit, zip over to Illustrator for a quick illustration, and then zip right back into InDesign, all without missing a beat. You can also create your own keyboard shortcuts if you like.

eerily quark-like

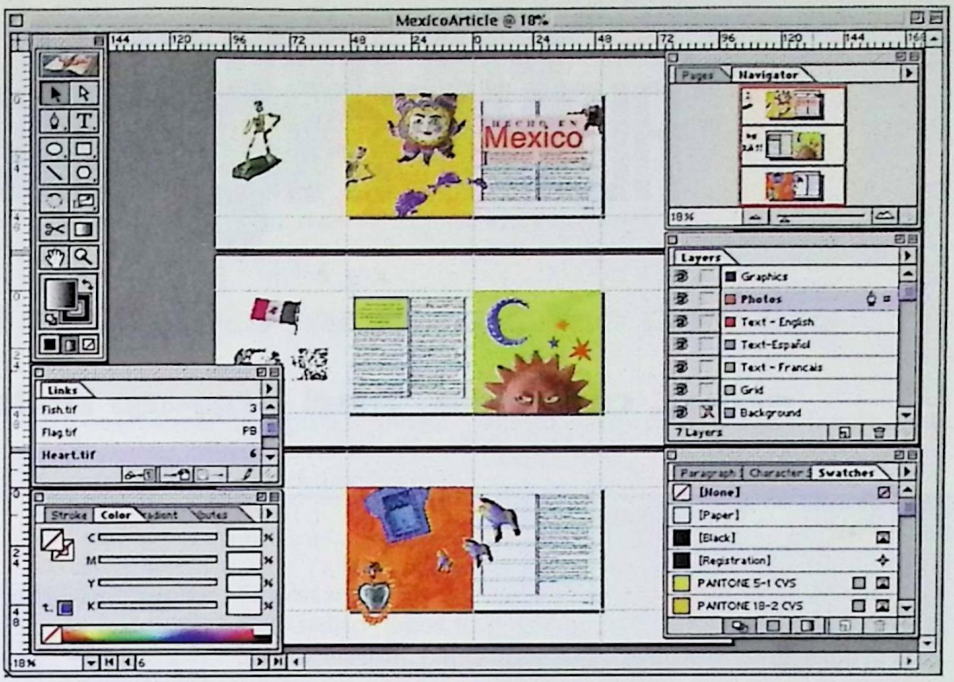
If you have any doubt that Adobe's knocking on Quark's door, get this—InDesign not only has the ability to open QuarkXpress 3.3 to 4.04 documents (plus PageMaker 6.5 docs), you can even set it to use QuarkXpress keyboard shortcuts (to make your "transition" as comfortable as possible). Adobe has also lined up nearly 100 Quark XTension developers to develop similar plug-ins for Adobe InDesign. InDesign also allows the use of Quark-like frames for precise placement of graphics and text, but rather than using one type of frame for text, another for graphics (like Quark) it just uses one style of frame and you can decide what you want to put into it later.

you knew it would have this

Yup, it's got a Pen tool for creating Bézier curves right within the application (as does Quark). And it goes without saying that it will have wide support for Adobe's Acrobat PDF format (including the ability to open and do some light editing to existing PDF documents) and you can now export a file as a PDF without using Distiller. Another nice feature is the inclusion of built-in gradients (and a gradient palette much like Illustrator's).

breaking new ground

Some other amazing features include real unlimited multiple undos (yippee!), the ability to zoom in to 4000% magnification, and the ability to turn type into outlines (á la Adobe Illustrator)—which opens



InDesign's interface is a cross between Adobe Illustrator and Photoshop

up a whole new avenue of power and creativity within a page layout program, including advanced masking and live edits on screen. You can even edit clipping paths from Photoshop images saved with paths.

Another feature designers will love is the ability to import Photoshop, Illustrator, and PDF files in their native format. And in an answer to the prayers of wide format designers, InDesign will allow you to create documents as large as 18″ by 18″ (you can also have up to nearly 10,000 pages in your document).

major type tweaking

As you might expect InDesign has a heavy emphasis on typographic control and includes new character-based style sheets. InDesign's Typographical Composition Engine provides a level of precision that takes page layout typography to a whole new level. You've got more accurate control over your type than ever.

high-end output

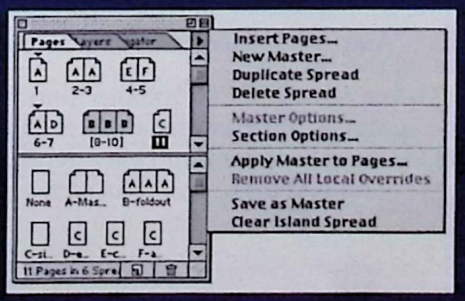
This is Adobe's best print engine yet, and gives you control over everything from individual screen frequency and angles to trapping and knockouts. It even has a built-in preflighting feature to check your file before you send it off for prepress (and a new PDF file format that creates cleaner than Postscript files just for output.

the future is nearly here

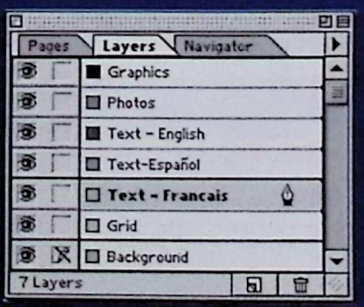
Adobe expect to ship InDesign "sometime this summer." We can't get our hands on it soon enough. *Mac Today* will be switching over to it and I imagine millions of others will too. Ladies and Gentlemen, I believe we have a contender. mt

Adobe InDesign
Slated to ship "this summer"
Street price: $699
Upgrade $299 (for PageMaker users)
For more info visit www.adobe.com

InDesign lets you convert type to outline, and then mask images inside your type



There's multiple master pages, and when you edit one page, it "ripples" thru the entire publication.



Publication-wide Layers and a Navigator palette like Photoshop and Illustrator.

HOW To

FILEMAKER PRO TIPS AND TRICKS

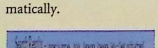
with

Kevin Brislin

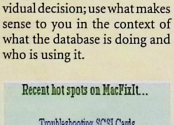
snap, crackle, and pop-up lists (oh brother)

There is nothing more annoying than having to enter the exact same data in the exact same field every time you start a new record. To avoid this, the liberal use of pop-up lists or menus to enter repetitive data is in order. Let's try a simple example to get you started.

Step 1: Go into Layout mode (Cmd-L) and click on the field that you would like to make as a pop-up list. Fields that take the same responses each time, no matter how many, make good candidates. In my example, I have a studio track sheet to help me keep track of which MIDI tracks are being used by what synthesizer. Instead of having to enter the name of the synthesizer I use for each track, I created a pop-up list to enter that info automatically.



Step 2: Under the Format menu, go down to Field Format. The second radio button allows you to choose among pop-up lists, pop-up menus, check boxes, and radio buttons. We are choosing pop-up lists for this example. There are times when you would want to use a menu (which acts the same as a list, but looks different graphically), or you could use radio buttons or check boxes. This is an individual decision; use what makes sense to you in the context of what the database is doing and who is using it.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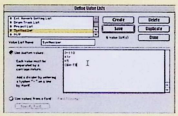
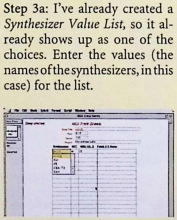
Troubleshooting Mac OS 8.5.1
Troubleshooting Mac OS 8.5
MacFixIt Sherlock Plug-in

Step 3: If this were the first time we were defining this list, you would choose Define Value List, create a Value List name, then enter the data for the value list in the box at the bottom of the dialog box.



Step 3a: I've already created a *Synthesizer Value List*, so it already shows up as one of the choices. Enter the values (the names of the synthesizers, in this case) for the list.



Step 4: Once you've finished entering the data, click on the Save button, then Done. By going back into Browse mode, you will see that when you click on the Synthesizer field, the list drops down when you click or tab into it.

Another timesaving tip is that when you are entering data, you don't have to use the mouse to choose an item in a pop-up list. When you tab into a field and the list drops, if you type the first letter of the item you want, it will automatically be chosen for you. By pressing Return, your choice is accepted and you will be sent to the next field. This can make entering data extremely easy since you can keep your hands on the keyboard and not lift them to move the mouse around. Fairly rapid data entry is always a good thing in any database.

If you want to be able to add items to your pop-up menu without going into the Field Format dialog box, be sure to check the box that says "Allow "Edit..." Item to allow editing of value list." This will let you add items to your menu quickly. And, just so you know, items in pop-up lists are not listed alphabetically on their own. You have to do it yourself.

So, there you go...one quick lesson on pop-up menus. Which has left me hungry for Pop Tarts, for some dumb reason. (OK, I can hear the groans from here, so stop it.) mt

THE HIDING PLACE

Unearthing the Mac's secrets heretofore hidden from most carbon-based lifeforms

BY BILL CARROLL

Some keyboard shortcuts for new iMac owners

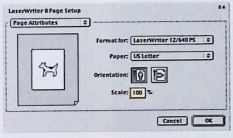
My son, the PC lemming, just "upgraded" from Windows 98 to Windows 95. Yes, you read that right. Kind of sounds like the math problem the Pentium had a couple years ago. Moving on, considering the number of non-Macintosh users buying the new iMacs, I thought we'd take a look at some common keyboard commands.

- **Cmd-Delete** moves any highlighted file to the trash.
- **Cmd-Opt-Esc** forces an application to quit.
- **Ctrl-Cmd-Power** forces a Restart (Not on the iMacs)
- **Opt-Click** closes all windows when you click in any window close box.
- **Opt-Drag** copies a file to new position instead of moving it.
- **c** held down at restart will force a CD to be the start-up drive, assuming there is a valid system file on the CD.
- **Space Bar** held at startup will force the Extension Manager or Conflict Catcher to open before all extensions are loaded.
- **Cmd-Opt-p-r** zaps the PRAM if these keys are held down while starting.
- **Cmd-Opt** rebuilds the desktop if these keys are held down at startup.
- **Cmd-Opt-Shift-Del** will bypass the startup drive and look for a system on your CD or external drives.
- **Cmd-Opt-Shift-Del-ID#** will do the same, but goes to the specified SCSI ID#.
- **Cmd held down in OS 8.x** will change the pointer to a hand while it is inside a window. This is very useful in navigating in the window without resizing or using the scroll bars.
- **Ctrl-Opt-Cmd-Power** causes a fast Shut down.

There are many keyboard shortcuts, not only within the Mac OS, but most applications also have their own shortcuts. If you are new to the Mac, don't be alarmed about not understanding all of these shortcuts. It won't take you long to master the Mac, then send me some of the secrets you discover and I'll try to get them into a future article.

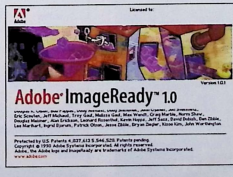
Here's a neat way to highlight text without dragging the cursor. Select a start or end point, hold down the shift key and click the other end you want highlighted.

How many of you are using a LaserWriter and constantly have to use the Page Setup to change the paper from US Letter Small to US Letter? You can set the default to US Letter or any other size using the Page Setup under the File menu.



Select the paper size you desire for a default, hold the Opt key and hit the OK button. Notice the dialog now asks you if you want to save your setting.

Here's a real treat for Adobe's *Image Ready* owners. Hold the Cmd key and choose About Image Ready Under the Apple menu. You now see the beta version splash screen, but hold the Opt key to fast-scroll the credits and tell you how to see another egg. Good Luck....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www.adobe.com

I think everyone that owns a Mac has Adobe *Type Manager* installed. Open the ~ATM™ located in the Control Panels folder under the Apple Menu.

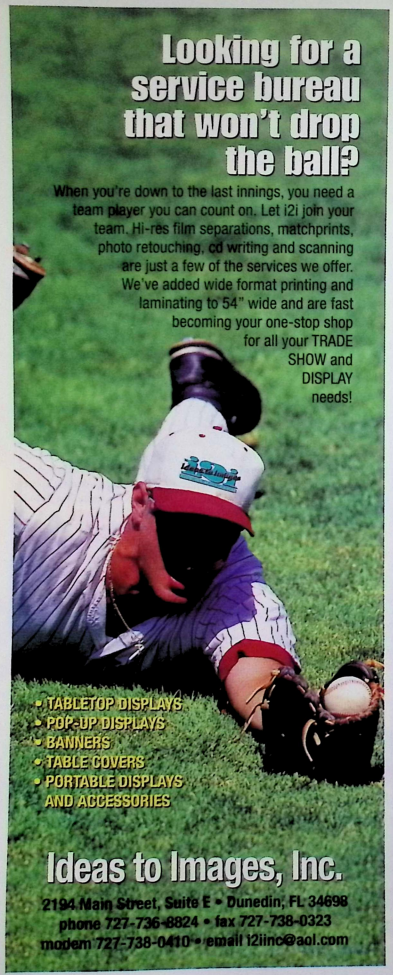
Hold down the Cmd-Opt-Ctrl and choose About Adobe Type Manager under the Apple Menu. Not only does it identify each person by name when you click on a face, but click in the flowers to see the rest of the team that didn't make the photographing.

I just upgraded my Adobe After Effects to version 4, but the only egg I've found so far is holding the Opt key while selecting About Adobe After Effects under the Apple Menu. The egg is a listing of the team, however, I feel there are more eggs hidden in this version.

This next egg requires you to own Apple's OS 8.5 CD and some type of text editor. I used GoLive CyberStudio 3.1.1, but any text editor such as Adobe PageMill or Bare Bones Software's BBEdit or BBEdit Lite should do the trick. Open the file "Mac OS ROM" located in the System folder on your OS 8.5 CD. Select all the ASCI text before the programming starts; reduce the text size as low as you can go to discover an ASCI Mac OS logo.

How many of you have used the "Graphing Calculator" under the Apple Menu or even know what it is? This is a real sleeper, but I just read how powerful it actually is. Open the program and run the demo. Wow, what power—but wait, the best is yet to come. Point your browser to www.nucalc.com/Secrets.html and find out the real secrets of this often overlooked program.

Thanks for reading my column, and please send me any eggs, tips, or just a nice "Hello" would be great. Eggs@tampabay.rr.com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How To

PHOTOSHOP TECHNIQUES

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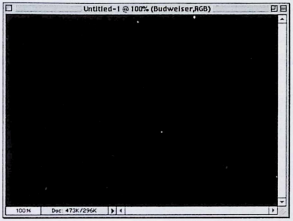
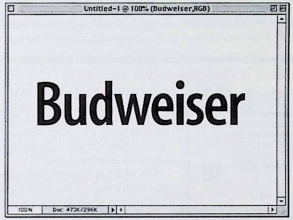
Instant Neon Using Layers Effects

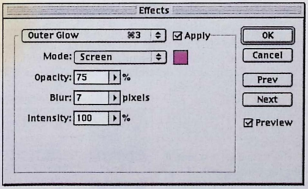
This effect combines two of Photoshop 5.0's built-in Layers Effects to create an instant neon effect. In this tutorial we're going to use the effect on type, but it works equally well on EPS line art. If you wanted to apply the effect to line art, just open a new document, then go under the File menu and choose Place. When the Open dialog appears, choose your EPS line art and click OK. A box with an "X" through it will first appear. Resize the box to your desired size then press Return (PC: Enter) and the EPS line art will appear in your document. Now you can apply the effect to your EPS line art.



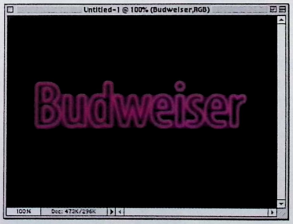
STEP ONE: Open a new document, RGB mode, and fill the background with black by pressing the letter "D" then Option-Delete. Use the Type tool to create your text (use at least 60-point or larger type). This creates black text on a black background.



STEP TWO: To see your black type, you'll have to hide the black background layer by going to the Layers palette, and clicking on the Eye icon in the first column beside "Background Layer." Once you've positioned your text, click the Background layer's Eye icon to make the background visible.



STEP THREE: Go under the Layer menu, under Effects and choose Outer Glow. Click on the color swatch and choose a neon-like color (Magenta, Purple, Yellow, etc.). Increase the Blur amount to 7, then increase the Intensity setting to 100%. Don't click OK, move on to the next step.



STEP FOUR: Press the "Next" button once which takes you to the Inner Glow effect. Click on the Apply checkbox, then click on the color swatch and change the color to match the neon-like color you choose earlier. Change the Blur amount to 7 then increase the Intensity to 100% and click OK to complete the effect. (Note: these settings work well on low res 72-dpi images. Higher values should be used for hi-res images.) mt

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HOW TO

Painter TIPS AND TECHNIQUES with

David Roberts

mosaics—leaving no stone unturned

Twenty-four hundred years ago the art medium of the day was the craft of mosaics. Individual tiles were cut and pieced together to create a picture from the combination of colors. *Painter 4* reinvented this ancient art as another Natural Media image editing tool. You may have noticed this technique in several recent TV commercials. Working with the Mosaic tool in Painter is both easy and astounding. You may create a mosaic from scratch or from a preexisting electronic design or photograph.

creating a mosaic from scratch

Open a new file at the size you would like to make your new mosaic. Choose the color you would like your tiles to be. Now choose Canvas:Make Mosaic... The Mosaic control window will open.

The Width and Length sliders let you decide how large the tiles will be. The Pressure slider allows you to establish the variation in size dependent upon how hard a pressure sensitive stylus is pressed when creating mosaic tiles. The Grout slider allows you to determine the distance between the tiles (therefore the thickness of the grout).

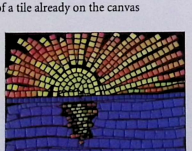
The four icons below the slider determine the mode in which tiles are laid onto the canvas. The icon on the far left applies tiles onto the canvas. The second icon to the right removes tiles. The third icon to the right changes the color of a mosaic already on the canvas.

Changing Tile Colors Variants

Color: Changes the the current color on the color wheel ready on the canvas
Lighten: Lightens the color of a tile already on the canvas
Tint: Adds the hue of the current color to a tile already on the canvas
Vary: Adjusts colors based on the color variation settings in materials palette

time to create a mosaic

Choose the icon on the left to begin painting with Mosaics. Click and drag on the canvas to see tiles delivered one at a time. Practice and play with laying tiles onto the canvas. Adjust the size, width, pressure, and grout settings to get familiar with the variations available.



Practice and Play can lead to all sorts of results

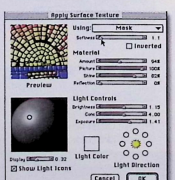
The pop-up menu to render tiles into mask

You will notice that the Mosaic tool respects tiles which have already delivered to the canvas. It cuts the new tile to fit! Once you have completed your first Mosaic, press the Done button. If you would like to edit your creation, then again choose Canvas: Make Mosaic... while your mosaic is the active window.

adding dimension to mosaic tiles

Once again choose Canvas:Make Mosaic... and press and hold the little triangle in the top right corner of the palette. Navigate to Render Tiles into Mask and let go. You will see no change to your mosaic. However, a change did occur so press Done confidently. Now choose Effects:Surface Control:Apply Surface Texture Using: Mask. Adjust the softness, amount, and shine and preview the changing effects. Once you are happy with your results press OK.

This should get you started with the Mosaic tool. If you find this technique intriguing, then you might want to explore Tesselations under the canvas menu. The mosaics you create may be cloned or copied in part or whole into any other image. You may now add ancient apearances to cutting edge image editing! mt



Adding dimension

Beginner's Column

MACTOBASICS

You don't have to be new to the Mac to get something out of this informative column, but it doesn't hurt.

BY JEFF HEMMEL

keep your mac smiling

There's some truly useful stuff on the Internet…and it's not just Pamela Anderson's latest pics. In today's world, it seems that almost everyone has access to the Internet. We use it to keep track of the news, keep in touch with old friends, shop, and yes, maybe even gaze at a picture or two of our favorite celebrity. There's a lot of information out there. We might as well use it. Especially when that information concerns our Macs.

In addition to all the news, gossip, and shopping, the Internet is home to the greatest source of information on keeping our Macs happy, healthy and up to date. You can find troubleshooting information, tips, even program updates, all with just a click of the mouse. Best of all it's free—no consulting fees, no tech support phone charges, and no endless waiting on hold while the Muzak version of "Endless Love" destroys your brain cells.

You just need to know where to look…

keeping up to date

One mistake many of us make is to take the software that comes with our Macs, or the software that we choose to invest in, then never check to see if a new or improved version is made available. Oh sure, we probably notice when the next mail order catalog touts "*New…. Version 5.0!!!!!*," but many smaller updates are frequently released, updates that may fix "bugs" within the current software, or add new features to the existing set. Best of all, most of these updates are free—all you have to do is find them.

Rather than visit every company's home page to search these updates out, one kind-hearted site has done all the work for you: *Version Tracker*, located at www.versiontracker.com. Version Tracker is just what the name implies—a site which keeps track of the latest versions of almost all the software you currently, or are ever likely, to use. Just scroll though the list and you'll find a multitude of titles, along with the latest version number, and whether or not it is simply an update, or a full commercial upgrade. The most recent updates and upgrades are listed for convenience, or you can use the site's own search engine located at the bottom of the page to search out your own titles (fig. 1).

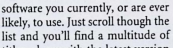


Figure 1

For example, say you want to make certain that you're using the latest version of one of the most common titles on the Mac, ClarisWorks. Type in ClarisWorks and Version Tracker returns two choices; one tells you that if you're using ClarisWorks 4.0, the latest update was 4.0v6; the other informs you that ClarisWorks 5.0 (the latest version) has changed its name to AppleWorks 5.0, and that the latest update is 5.0.3 which changes the "branding and looks" from the Claris logo to the Apple style. Is one of these updates what you're looking for? If yes, just click on the underlined version (fig. 2) and you're whisked through space to a site (typically that company's software update page) that allows you to download the latest and greatest. Download the update, follow the instructions, and soon you're once again on the cutting edge.

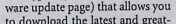


Figure 2

And just how do you know which version of software you're *currently* using? Easy! Just highlight the program icon by clicking once, then select Get Info from the File menu (keyboard shortcut: Command-I). Up pops a window with all the pertinent data, including the version number. Compare it to the latest info from Version Tracker and you'll discover how up to date you really are.

if it *is* broke, macfixit

Another excellent site to keep an eye on regularly is the *MacFixIt* page (www.macfixit.com), the home of "Troubleshooting Solutions for the Macintosh."

The MacFixIt page is an up-to-date listing of all the known problems in the Mac world, from hardware issues to software glitches, and typically offers solutions or workarounds for the problem. Updated three times a week, the page features the hottest topics front and center, but also features a search engine for you to investigate your own topic. Type in your problem, hit the Search button and MacFixIt searches for related articles, compiling everything it finds in a chronological list. Locate the appropriate concern and MacFixIt gives you the related story directly from its archives.

At the bottom of the MacFixIt home page you'll also find a sidebar of "recent hot topics," some of which may be appropriate, especially if you're experiencing problems with a *new* product or software version (fig. 3). Recent hot topics have included adding SCSI cards to the new G3 desktop systems, problems

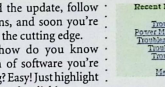

Recent hot spots on MacFixIt...
Troubleshooting: PCI Cards
Power Macintosh G3 (Blue and White)
Troubleshooting: Internet Explorer 4.5
Troubleshooting: Mac OS 8.5.1
Troubleshooting: Mac OS 8.5
MacFixIt Sherlock Plug-in

Figure 3

with Internet Explorer and Mac OS 8.5, and assorted iMac concerns. Check it out.

Another interesting site along these same lines is *MacInTouch* (www.macintouch.com). Compiled by Ric Ford, this site bills itself as the "original Mac news and information site since 1994," and delivers on all counts, compiling all kinds of tidbits on news of interest, problems, software updates, hardware releases, and lots more. My last visit to MacInTouch found rumors of new deals on lime-colored iMacs coming down the pipeline, numerous software updates, and the latest news on Microsoft's pending reorganization. All good stuff.

And don't forget *MacCentral Online* (www.maccentral.com). Updated throughout the day, MacCentral is a great source of news, tips, and instructional features that will benefit any Mac user. In fact, Mac Central is the news link from *Mac Today*'s very own home page. I check it every day.

point and click

Sites like Version Tracker, MacFixIt, and MacInTouch can be an invaluable asset to your computing experience, keeping you up to date with the latest features, or solving that nagging problem that's been making your life miserable.

Kind of like calling an all-inclusive tech support line, just quicker, easier... and no one will force you to listen to "Endless Love" ever again. Unless, of course, you're into that kind of thing. mt

THE GREAT

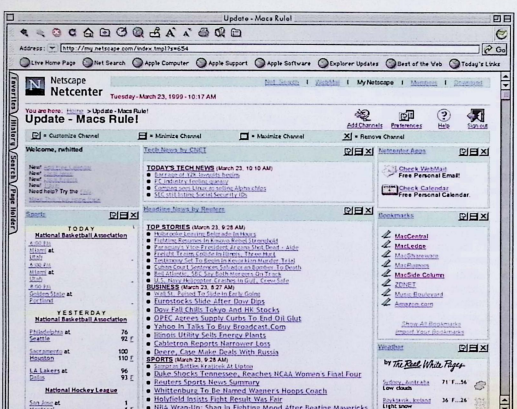
SHAREWARESEARCH

Some of the best things in life are free. Well, almost free.

BY RANDALL WHITTED

The usual focus here is shareware, on the premise that some of the best things in life are almost free. Just for a change of pace, let's look at a variety of freeware—because some of the best things really cost nothing.

Getting on the Internet with a Mac is a breeze. Finding useful information can be more difficult. The latest trend is Web portal sites—customizable home page destinations that offer news, weather, stocks, and other useful information. Each portal loads a cookie, allowing you quick access to your personalized page without typing your password each time. The battle to win subscribers is on. The price to you? Free!



Netscape, by far the best Web portal page

excite

I came across **my.excite.com** by way of Apple quite a while ago. The two companies joined to bring a more Apple-specific portal to Mac users. In reality, it's the same as a normal my.excite.com page but with an Apple logo atop and a small category of very general Apple news. The layout is generally three-columned, but is rather flexible. Although it's very customizable, it can easily lead to a cluttered page. Technology (Mac) news, mainly from Ziff Davis, is adequate.

yahoo!

My.yahoo.com offers some nice categories, including a pre-populated list of links based on your interests. But tech news items from Reuters aren't always the best, and the customization features look like a Windows 95 interface. The layout is also limiting, restricting the page to one main news area and a very long list of sidebar links. Yahoo excels in category offerings, but fails in layout specs. Ad banners atop the page push content too far down.

netscape

By far the best portal page I've found is **my.netscape.com**. The offerings are well rounded and the CNet news offerings are very good, but the layout is the absolute best. Your custom items are laid out in a three-column design that is tight, but tidy. My favorite feature is the separate box created for technology news headlines right at the top of the page. No ad banners is a big plus as well. The bookmarks and calendar features also won me over. With my customized bookmarks, my.netscape.com truly is a portal page, offering a clean informational summary and a link launchpad to everywhere else I like to go. Finding my.netscape.com is very easy; in Communicator 4.5 for Macintosh just click the MyNetscape button in the toolbar!

Other nice portals include **personal.lycos.com** and **my.snap.com**. Trying out these portal sites is free, so be picky about a layout you like, a news source that works for you, and a good range of features. The Internet is already easy for you because you're on a Mac. Make it powerful, too. mt

If you discover some fine shareware, or already have some favorites you'd like to share with others, email Randy at randy@macintoshos.com

UNDER THE HOOD with

robert howe and laura lunetta

odds and ends

[very column eventually has one, and, although we've tried our mightiest to resist, here it is: a potpourri, a mish-mash, a veritable mumbo jumbo of terrible tidbits…

i can see clearly now

Thanks to Stephen Fisher for writing about our last JavaScript article—January 1999—on how to switch a graphic on a mouseOver. I should have used a much clearer naming convention for the examples. For instance, in popping up a little navigational arrow next to linked text, you can put an 'invisible' spacer graphic in front of the link, then replace the invisible spacer with the arrow. My original example:

```
<IMG SRC="Images/spacer.gif" NAME="arrow" BORDER="0"
WIDTH="10" HEIGHT="10" HSPACE="0" VSPACE="0">
<A HREF="GoNoWhereToday.htm" ONMOUSEOVER = "document.
arrow.src = arrow_on.src"
ONMOUSEOUT = "document.arrow.src = arrow_off.src">Records</a>
```

The problem with above example is that it may not be clear that the **NAME=** parameter of the **IMG SRC** tag must be unique for each switch you want to happen. Let's say that you want to have four or five links, each with a mouseOver which will pop up an arrow next to a link when the pointer moves over the link. If you just duplicate the tag and only change the 'A HREF' parameter, the popup arrow won't work on all links—again, because each image you want to change must have a unique name. So, a far superior example would be to name the image (to replace) something more relevant, like:

```
<IMG SRC="Images/spacer.gif" NAME="records" BORDER="0"
WIDTH="10" HEIGHT="10" HSPACE="0" VSPACE="0">
<A HREF="GoNoWhereToday.htm" ONMOUSEOVER =
"document.records.src = arrow_on.src"
ONMOUSEOUT = "document.records.src = arrow_off.src">Records</a>
```

Don't forget to change the **document._____.src** parameter in the mouseOver and mouseOut. Thanks again Steven!

quit it, just quit it!

Have you coded your JavaScript with the utmost care, only to have it not work? Examined it over and over and over again, and it still doesn't work? No typos, correct syntax, but the dang thing STILL won't work? Try quitting and restarting the browser you use to preview your code. I've had problems with browsers simply not executing properly, but after a quit and restart, everything's peachy. The moral is, if your code looks OK, restart that browser before breaking out the magic wand or threatening your computer…

who goes there?

Let's say that you're a typical Macintosh evangalista who would like give a special greeting or message to all people using a Macintosh to visit your Web page. We've talked before about different 'objects' in a browser and the properties these objects have. It just so happens that there's just such an object—Navigator—you can query to give you the application name, version, code name, user agent, etc. If we want to find out if the browser is running on a Macintosh, you can check either the application version (appVersion) or the userAgent. Both of these properties contain the string 'Macintosh.' In this script, we'll (1) construct a simple 'if' statement, (2) use the 'indexOf' method to check a string for some characters, and (3) spread some Macintosh love. The code, which you can stick right after the **<SCRIPT>** tag, goes something like this*:

```
<BODY>
<SCRIPT LANGUAGE="JavaScript"> //
// If you'd like to see what other items are contained in the appVersion
property, stick
// this next line in. You can also examine the userAgent, appName, or
appCodeName properties. //00
document.write("This is the navigator.appVersion property " +
navigator.appVersion + "<BR><BR>")
//
// The following chunk of JavaScript checks the appVersion property
for the word 'Macintosh.'
// Using the indexOf method to check a string gives a result of '-1'
when the statement is false.
// What the first line boils down to is: 'does the appVersion NOT
contain ('== -1') the
// string 'Macintosh'? In the false case, we display a nice message to
all those folks not using
// a Macintosh. Otherwise ('else') we display a pleasant greeting to our
Macintosh compatriots.
//
if (navigator.appVersion.indexOf("Macintosh") == -1)
{ document.write("Fight the power! Next time buy Macintosh!") }
else
{ document.write("<B>Welcome</B> fellow Macintosh Lovers!") }
//
// Notice that there's an HTML bold tag (<B>,</B>) within the
document.write statement? You can place
// HTML within the document.write statement just as if it were sitting
right in the middle
// of your regular HTML code...
//
// That's it! close out the script and continue with your document...
</SCRIPT>
```

Remember, as usual, to use this script wisely and without malice. Until then, we remain, scriptoriously yours… mt

*Our standard disclaimer: We don't have enough space to explain everything here, so if the script doesn't make sense, just type it as presented, changing the variable messages to whatever you wish. And check our Website (http://home.inreach.com/rhowehmd/MacToday/) for further explanations/updates…

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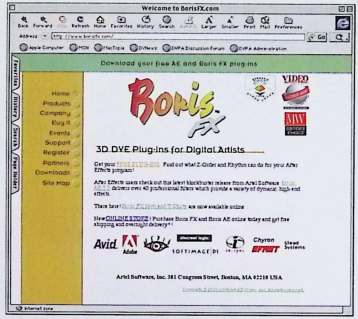
DIGITAL VIDEO NEWS

What's happening on the Macintosh DV scene

BY ROD HARLAN

Free After Effects plug-ins!

Artel Software, creators of Boris FX and Boris AE, are offering free After Effects plug-ins! To get them, Go to www.borisfx.com, click on the "Free Plug-ins" link, fill out some information about yourself (you *knew* they wanted something, but at least it's not cash), and download the free filters. To use them, simply drag and drop the filters into your Plug-ins folder in your After Effects folder and start up After Effects.


Welcome to BorisFX.com
Download your free AE and Boris FX plug-ins
Boris
3D DVE Plug-ins for Digital Artists
Artel Software, Inc. 381 Congress Street, Boston, MA 02210 USA

Boris Z-Order: **Easily prioritize up to 12 layers and animate their relative distances. Layers can easily pass in front of or behind each other without requiring multiple time-consuming splitting of layers. This plug-in makes for very easy depth animation of multiple elements.**

Boris Rhythm: **Animate geometrics with two different oscillators using a choice of more than 35 unique waveforms. Sync layer movement to a given Beats per Minute, NTSC or PAL Frame rate. This plug-in is great for syncing all types of looped movements such as bouncing or zooming to a sound track. Let the Boris' groove take over!**

Media 100 goes SDI and NT

Media 100 Inc. (www.media100.com) has announced the release of serial digital input and output (SDI) capability for the Media 100 product line. In a press statement, Media 100 claims to be the only nonlinear system to provide simultaneous support for SDI, DV, and Betacam SP. "SDI technology will allow Media 100 customers to take an evolutionary step in support of the SDTV and HDTV digital television standards," said John Molinari, CEO.

The SDI Option supports the SMPTE-259M standard (Society of Motion Pictures and Television Engineers) and allows users to work with broadcast-standard SDI-based devices such as DVCPro cameras, Digital Betacam, and D1 tape decks. In addition, Media 100's SDI technology offers the ability to input and output AES/EBU digital audio. "SDI allows footage transported into Media 100 to stay digital from source to master, eliminating the artifacts, distortions, and noise that result from repeated conversions between the analog and digital domains," said David Acker, SMPTE Fellow and Media 100 Principal Engineer.

Media 100 has also begun shipping its Windows NT line of DV editors. The "Finish" series is sold as a board and software bundle, ranging in price from $5,000 to $20,000, and includes CCIR 601, 1394, component, Y/C, and composite video inputs, and four channels of audio. mt

More Digital Cameras

A report from market researcher IDC (www.idc.com) predicts that the market for digital cameras will grow at 72% compound annual growth rate (CAGR) by the year 2002. They attribute the growth to FireWire and DV's continuing popularity, video conferencing and video mail applications, lower cost cameras, and higher speed bandwidth Internet access.

3D Characters

Credo Interactive (www.credo-interactive.com) is offering an assortment of pre-made 3D character models, complete with motions and animated actions. The $99 "PowerMoves" series is available for most 3D modeling and animation program formats.

ICE Adds Commotion to Product Line

Effects acceleration card maker ICE (www.iced.com) has added another software package to their "BlueICE" card, which is used by After Effects, Avid and other nonlinear editing systems. ICE has added drivers to speed up Puffin Designs' (www.puffindesigns.com) "Commotion" compositing and roto-scoping software two to 50 times, depending on which Commotion effects are used.

DIGITAL VIDEO with VIEW

rod "mac daddy" harlan

should I upgrade?

There used to be only one upgrade solution for Macintosh users. Sell your old Mac and buy a new one. Now there are half a dozen companies selling processor upgrade solutions of one kind or another. But which solution is right for you? Better yet, should you even bother with an upgrade solution when new machines are so cheap?! In this issue, we'll pose some questions you should ask yourself before making a purchasing decision, and provide the background information you need to make an educated decision.

will your old pci cards run on the new systems?

Many DV users have tens of thousands of dollars invested in *Media 100* or *Avid* editing systems and the new Blue-and-White G3 systems are not yet on the approved list of these editing systems. However, upgrade cards aren't usually approved either, which puts users between a rock and a hard place if they want to make their main DV system run faster. Fortunately, there are enough users who have already upgraded their editing systems with NewerTech, Sonnett or XLR8 upgrade cards, that work-arounds for problems have already been put in place. This usually involves clocking the speed of the card back a little (*i. e.* from 400 MHz to 386 MHz) or using the new *Virtual Firmware* control panel from XLR8.

how many pci slots do you need?

The Power Mac G3 ships with four PCI slots, but one is dedicated to the graphics card. If you use use a high-end video editing system, SCSI accelerator cards, the 2-GB Jaz drives, dual monitor displays, or other dedicated PCI devices, you'll probably run out of slots. Upgrading your Power Mac 9500/9600, Daystar Genesis, or other clone with a new processor will give you a few extra slots to work with.

how much ram do you need?

The new G3s have only four DIMM sockets compared to the 12 on the 9600. Your 9500 can expand to 1.5 gigabytes of RAM. And even though you can load up to 1 gig in the new Power Mac G3 using 256-MB DIMMs, you'll find that those 256-MB chips are VERY expensive and that you'll need to discard the existing RAM that came in your new machine first. Also, the G3 does not support the same RAM as existing systems, so if you have a large investment in RAM already, you may want to keep your old machine.

do you have scsi peripherals?

Even though the new G3s don't have built-in SCSI, you can add a third party SCSI PCI card that is many times faster than the old built-in SCSI used to be. However, for those who want maximum SCSI performance, Ultra SCSI 2 runs fastest on the dual PCI bus of the 9500 and 9600 (according to MacBench 5.0).

do you want to keep your current monitor?

If you want a new monitor, then sell your old monitor with your old system as a bundle. However, if you want to keep your old monitor and use it with a new G3, make sure you test it first. Some older monitors aren't working with the new Blue-and-White G3s because the connections are different and the adapters people buy aren't working reliably. There have also been reports that the new, faster, refresh rates found on the G3 aren't supported by older monitors.

is your software ready for os 8.5.1?

All new Power Mac G3s ship with OS 8.5.1. and seem to work best with this latest version of system software. If you are using older software applications then you will have to budget extra money to upgrade those applications. If you are using applications that are no longer updated (like Pixar's *Renderman*) then you will have to buy a new software package altogether. Yikes! Upgrade cards many times work in your current computer with older system software installed. Check with the upgrade card manufacturer to find out the oldest version they support.

final thoughts

Hopefully, by examining the answers to these questions, you'll be able to make an educated decision on whether it is better for you to buy a new system or upgrade your old one. I have generally found that new systems offer a lot of benefits including access to all the latest bells and whistles. But new systems can also cause more downtime because you have to transfer all your software over, install and work with a new OS, upgrade peripherals if they use different connectors, and debug any new compatibility issues. Sometimes a processor upgrade card is the simpler solution. mt

Rod "MacDaddy" Harlan is president of the Digital Video Professionals Association (www.DVPA.com) where DV enthusiasts receive discounts and tutorials on DV products. He can be reached at rharlan@mactoday.com. *Some concepts and ideas used in this article were originally presented in the White Paper titled "Why Upgrade Rather than New?" by Gary Dailey, XLR8 Product Manager,* gcd@interexinc.com

HOW TO

AFTEREFFECTS TIPS AND TRICKS with

Chad 'Pixel' Anderson

hangin' 10 on the 4.0 waveform

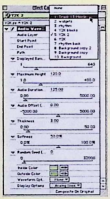
Cool. That's all I could say when my "sources" told me of the new features and tricks that would debut in *After Effects 4.0*. I'd hear more and say, "cool" again and again. Well, the package finally arrived and is working great. Our first project that was yearning for AE 4.0 is a broadcast main title design. The features we looked forward to using (for this week anyway) are the effects "Audio Spectrum" and "Audio Waveform." The main difference between the two is that Audio Spectrum allows you to display the magnitude of frequencies in the range you define. We don't need to do that here so we will be using Audio Waveform for this tutorial.

We start our AE 4.0 project by importing our Photoshop file into AE as a composition (*File > Import > Photoshop as Comp...*). Now we have our project and various layers all ready to go. This design has lots of various motion graphics elements but the main attraction will be our waveform effect.

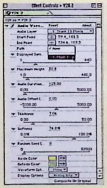
This is our project with the "imported as comp" Photoshop file in the timeline. We also imported our audio and dragged it to the timeline for use later.

The first step here is to create a mask on our "Y2K 2" layer to use with the waveform effect. We select the "Y2K 2" layer and double click, which brings up our layer window, and create a mask using the pen tool from the toolbox. We wanted our mask a little rough as you can see.

Then we select the "Y2K 2" layer in the timeline by clicking on it once, to make it our active layer, and go to the menu *Effects > Render > Audio Waveform.*



Our Effects window automatically comes up to show us the options for this effect. Our first option is to choose the audio track to use. This project has only one track of audio and we choose it.



Then we choose the mask to use, of which again there is only one; so after much debate we choose it.

Finally we goof around, test, and dilly-dally with the rest of the controls until, with much excitement, we get EXACTLY what we want! Hope you do too! mt

Chad Anderson is president of Eyeidea Design and Media Production in Ventura, CA. Check out their cool Website at ***www.eyeidea.com.*** *He can be emailed at* ***chad@eyeidea.com.***

MACINTOSH *with* MUSIC

kevin brislin

the good, the bad, and the really difficult

Never look a gift horse in the mouth. That is, unless it is an iMac. Being the lucky recipient of an iMac for Christmas (thank you, Brandie!), I was simultaneously thrilled and full of trepidation when I started thinking about interfacing the little guy into my existing recording studio. No more LCII woes for me; I was finally going to be able to play with software that I had only read about. Operations that used to take minutes to accomplish would take seconds. And all I had to do was figure out how in blazes I was going to make it work in a room full of stuff that wasn't compatible with it.

The biggest problem was the MIDI interface itself. I had a typical 2-in, 6-out serial interface that plugged into both the modem and printer ports of my LCII to give me 32 channels of MIDI. No fuss, no muss. But, since there were no USB-to-MIDI interfaces available (and still aren't as of this writing), I had to find an alternative solution quickly. Enter Griffin Technology's iPort, reviewed elsewhere in this issue. Rather than rehash what has already been said, suffice it to say that the iPort was a great answer to a potentially show-stopping problem. And if that was the only problem I had, I'd be able to end this column right here—but it wasn't.

configuration woes

How do you fit a square peg in a round hole? Use a big-ass hammer—which is exactly what I did in shoehorning all of my MIDI equipment into one available serial port. The original settings of the interface made it two separate 1-in, 3-out units, each run by its own serial port. I vaguely remembered that there was a switch on the motherboard of the MIDI interface that made it a 1-in, 6-out unit. This allowed me to keep each MIDI device on its own cable and port, without resorting to using a series of MIDI Thru ports. So, my entire studio can now be run with the one serial port coming from the iPort. It did require me to reassign MIDI channel information on *every song sequence* since I was reducing the number of channels from 32 to 16. I wasn't usually using 32 anyway, but I did have to tweak a lot of settings to make it work correctly. Which brings up the software end of it all.

> ...all I had to do was figure out how in blazes I was going to make it work in a room full of stuff that wasn't compatible with it.

give me that old soft-shoe...er, software

I hate to say it, but there is a massive price to pay to be suddenly up-to-date. Not only was I running a G3 microprocessor, I was also running Mac OS 8.5.1. Every piece of music software I owned stopped working for one reason or another. The two major packages I live by, Opcode *Vision* and *Galaxy*, couldn't even be re-installed since both use a key disk for installation...and I didn't get a floppy for my iMac. Not that it would have mattered. Why would I want to run six-year-old software on a brand new iMac? The problem, however, is that most key disk-based software is not recognized by the current crop of USB floppy drives. It seemed that every time I called a manufacturer about this subject, I got either a future date when they would be releasing a product that would not use a key disk, or a date when their software would work with a USB drive. Either way, I am not currently running any music software, save for a demo version of *Vision DSP* that allows me to play my existing sequences, but not record new ones. OK for now, but not good in the near future if I have projects that have to be done.

All in all, I believe I have spent upwards of 40 hours testing out various configurations of hardware, software, and studio equipment just to come up with a working scenario that allows me to have productivity back and still use an iMac in my studio. This transition has been extremely difficult and I'm not so sure I would recommend the iMac to any of my fellow musicians or producers. Until the vendors of music software and hardware start addressing the USB and iMac-specific issues, and make those solutions readily available, the iMac is truly a problem in search of a solution, instead of a great solution in search of a problem. This will all change soon, but not soon enough for my tastes. mt

HOW To

FROM THE DIRECTOR'S CHAIR with

David Rosenblatt

menus at your service

Pull-down menus on the Macintosh are among the reasons it's such an easy system to use. This session of "From the Director's Chair" will bring the ease of menus to your Director projects. Menus can be used to: navigate through the program and jump to specific frames, control elements like the level of audio or the speed of an animation, and even provide questions and answers for a quiz. The familiarity of pull-down menus makes your program friendlier, quicker, space efficient, and ultimately easier to use. Here you'll learn how to create, modify, and hide menus using **LINGO**.

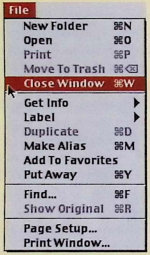


Image 1

The menu in Image#1 is the File menu from your Mac Desktop, an example of a standard Macintosh pull-down menu. Menus allow you to perform many functions at the click of a mouse. Director allows you to create your own menus through the use of LINGO.

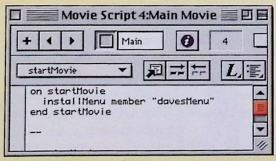


Image 2

LINGO items are placed within a startMovie command and are activated when the movie begins. In Image#2. the LINGO installMenu member "davesMenu" tells the program to install the menu found in **Cast Member** "davesMenu".

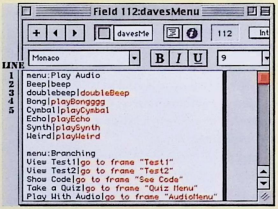


Image 3

Whatever you have listed in the **Cast Member** "davesMenu" will be displayed as selections when you pull down the menu bar choice. Note the code in the **Field** in Image#3: The selections under Play Audio are Beep, Doublebeep, Bong, Cymbal, Echo, Synth, and Weird.

To create a new menu bar choice, open **Field** from the **Window** pull-down menu in Director. This opens a new **Field Cast Member**. Start by typing **menu:** and the name of the menu choice you would like to see on the menu bar (line 1). In this example it is **menu:Play Audio**. Play Audio is the name that will appear as a choice on the menu bar.

Line 2 is the first line of the actions of that menu (*Beep|beep*). At the left side of the line, followed by the symbol |, is the title that will appear on the menu bar. Everything to the right of the symbol | is **LINGO**.

The **LINGO** to the right of the symbol | will call system commands, jump to specific frames, and call **Handlers**. In line 4 the title is Bong and the **LINGO** *playBonggggg* will call a **Handler**.

Image 4

This **Handler** (Image#4) ***playBongggg*** is called from line 4 of **Cast Member** "davesMenu" (Image#3). This **Handler** plays a specific sound when called. You can create many functions using **LINGO** within a **Handler**, so the uses are almost limitless.

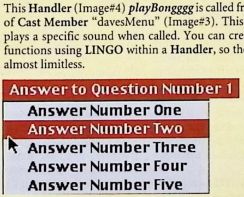


Image 5

Image#5 is another example of a custom menu. Instead of choosing from multiple choice buttons on the screen, students can go to the menu bar, choose Answer to Question Number 1, and then pull down and choose what they believe to be the correct answer.

Once the choice is made under the menu bar choice Answer to Question Number 1 (Image#5) the student receives a response of either Correct or Sorry.

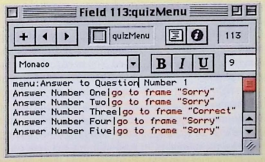


Image 6

The response is provided by a **Field Cast Member** (Image#6). The example shows that a correct selection would go to a frame called "Correct" and an incorrect selection would go to a frame called "Sorry".

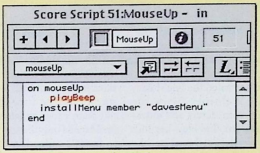


Image 7

Sometimes you don't want to have a menu bar choice throughout your program or you want to change your menu choices from the original bar. If you want to have this capability, then do not place the ***installMenu member "davesMenu"*** in the startMovie script. Rather put it in a **Frame Script** in the **Script** channel within the **Score** (Image#7). This allows the menu bar to be activated or changed at any time within your program.

Image 8

At any time you can uninstall a menu bar by using the command ***installMenu member 0*** (zero) in a **Frame Script** (Image#8). This will remove any custom menu on the menu bar.

Custom menus is another way to bring interactivity to your Director programs. It provides variety and efficiency and creates a comfortable environment for computer users.

Note: source code and files related to this column can be downloaded from the *Mac Today* Website. mt

David Rosenblatt is president of Silver Image Interactive, Inc., a company that specializes in interactive museum exhibits, information systems, corporate multimedia presentations, and Macromedia Director training. He can be reached at silverim@siiinteractive.com

FILEMAKER PRO ESSENTIALS with

Jeff Pagano

the life and times of a plug-in author

If you've visited the FileMaker, Inc. Website (www.filemaker.com) lately and stumbled over to the Plug-ins link you'll see they're breeding like bunnies. My guess is the list will grow to triple digits by year end, and the "could-have, should-have" list of all those things you've wished FileMaker would let you do will continue to shrink.

In columns past you've heard me rhapsodizing about Troi Automatisering (www.troi.com). I've been so impressed with both the quality and the quantity (no one has authored more plug-ins) my curiosity overcame me and I began to email owner/programmer Peter Banaan just to see what makes him tick. An interesting person!

JEFF PAGANO: *What is your full-time occupation? Where are you located?*

PETER BANAAN: I'm director and owner of Troi Automatisering. Nice titles but as such I do almost everything, because until last year Troi was a one-man operation. Troi Automatisering is completely specialized in (and dependant on) FileMaker. Troi has gotten a lot of work lately, so I now have more people working for me. Some virtual (they work remote), one at the office.

JP: *What's your educational background? How long have you been programming traditional languages?*

PB: I studied Computer sciences at a technical university and graduated in 1987. Since then I worked mainly on UNIX machines and SQL databases for several companies. But most companies were not fun, or went belly up (still not sure if I was the cause). In Holland not many programmers are needed for Mac so I only did this as a hobby.

In 1992 a friend and I started an importing firm, Hopi Trading, for outdoor equipment. That didn't work out, but I created a FileMaker database system for it and that way I got hooked to FileMaker. In 1995 I founded Troi and specializing in FileMaker was the best way to get started.

JP: *Why do you use FMP since you already know how to program higher level languages? What's the attraction to FMP?*

PB: The ease of making something very quickly. FileMaker is a very good prototyping tool. You can create a mock-up of a functional database in half an hour and demonstrate that it works. Also I'd call FileMaker of a higher level than C or even C++. FileMaker only needed a way to switch to a lower level. And now there is with the plug-in API. [Application Programming Interface]

Also what I really love is the fact that FileMaker is a complete and trouble-free cross-platform solution. That way I can still earn money on my Mac from people suffering the other platform, without me suffering.

JP: *As a programmer, what did you think of the documentation in the FMP Developer Edition?*

PB: Actually I did not really read the documentation on the DE, because I already had figured out a lot before. I got a premature API from the Claris Website. But it would be safe to say that the learning curve of the DE API for novice C programmers is very steep. There is no easy route or short-cut. Writing solid C code is not for the faint of heart.

JP: *What plug-ins do you currently offer?*

PB: Well only eight (or 15 if you count cross-platform). At the moment Troi Automatisering distributes the following software:

Troi Coding Plug-in: encrypts and decrypts fields using DES encryption technique.

Troi Dialog Plug-in: creates dynamic dialog text (and buttons!) and progress bars on the fly by using a calculation.

Troi File Plug-in: saves or reads a field from or to a file.

Troi Grabber Plug-in: adds video image grabbing functions. (Mac OS only, Windows under development).

Troi Graphic Plug-in: adds color container creation, screen-shot capture, and making of thumbnails.

Troi Number Plug-in: adds Dynamic Balance Functions.

Troi Serial Plug-in: adds functions that can read and write to all the Serial Ports on a computer. You can use it for CallerID.

Troi Text Plug-in: adds Dynamic SumText (allows you to display related data horizontally), AndText and XORText, Unique-Lines and more.

JP: *Approximately how long did it take to create each plug in?*

PB: I can't tell you. Some of them were quite easy to create a prototype, but required a lot of work to make them ready for the spotlights. Last year almost all my development time went into developing the plug-ins. So that's an average of about 1.5 months per plug-in.

JP: *What was the inspiration/need for each of these plug-ins?*

PB: Although it is great, FileMaker still has a lot of limitations, which I was also experiencing in my consulting work. So most plug-ins are there because I wanted to remove a limitation of FileMaker 4. The Grabber and the Serial plug-in are more extensions of the possibilities of FileMaker that are great for special purpose databases, like a medical database or a database with CallerID.

JP: *What new plug-ins do you have in the works?*

PB: I have a lot of ideas, some so wild that they probably will not be realized ever. One plug-in that's taking more time than expected, is the Windows version of the Grabber plug-in, based on TWAIN.

JP: *As probably one of the most prolific plug-in authors out there, what's your favorite part about writing plug-ins? Least favorite?*

PB: I like the initial phase, where I have the idea and can make a prototype that will work for the first time, and goes where no one has gone before.

That's the easy and fun part. The difficult part is to get it finished. You need to do a lot more. To make it cross-platform is one bugger. I do all my development on the Mac first and then port it to Windows, which usually takes about 5 times the effort. And still we sell less on That Platform. But I think one reason our plug-ins are selling well is that they are cross-platform. So I need to do Windows.

Then there is the debugging, the documentation, the graphic art, Web pages, publicity. The coding is only about a tenth of the effort to get it finished. mt

Don Crabb

—continued from page 24

to attend the "Bootcamp for Startups" sponsored by the startup's startup company, garage.com?

"We wanted to learn what it's like to operate in Silicon Valley because there is no analogous environment in Chicago," said Janet Viane, cofounder of TechForce. "We also went to reaffirm that people are the most important part of the equation for a startup company. In the process we found that technology rarely comes without human beings attached to it," she said.

Ron Ezsak, who went to the BootCamp to find out how to grow his company, Cognitor (www.cognitor.com), found that he could get all the VC he wanted, *if* he relocated to the Valley. Kenneth Chan, founder of Valley startup Everyone.Net and a recent graduate of the computer science program at the University of Illinois-Champaign, went because "I need to tap into the Valley sources of capital—the same reason I never even considered staying in Illinois."

After the conference, Viane and her partner, Gina Jones, became convinced that for TechForce to grow its business, it needed to productize their services. "We are doing that to take advantage of the hot growth IT markets. Unfortunately, Chicago is not as hot as we had hoped," Viane said. "Because the IT workforce shortage is a universal problem, it requires a universal solution—thus giving TechForce the opportunity to produce software or a Web site that migrates our technical workforce acquisition and retention solutions outside of Chicago," she concluded.

The reasons why Illinois' Silicon Prairie is not living up to its Silicon Valley potential are well known: too few venture dollars, too hard to get, being chased by too many frustrated entrepreneurs. To fix this problem, then, requires three things: a LOT more state and local money to create angel and venture funds for high-tech startups; a systemic effort to publicize the problems, the solutions, and the programs ALREADY in place to match up ideas with venture money; and a hook. For Chicago entrepreneurs that hook could be Mac-based companies that dominate their Internet space. Since the Mac is still the most widely used Internet computer, that strategic goal is doable, if difficult.

Of course, as Thornton notes, "those three solutions will require a really serious commitment from governments, from private investors, and from the entrepreneurs, themselves."

Bingo! That's the litmus test of this overall problem. How serious are Illinois and Chicago about becoming the Silicon Prairie, about becoming the top high-tech region of the nation? "Until the Governor, the Mayor, and the rest of us put our money where are mouths are, the whole thing's a moot point," said Paul Doyle of Eolas Development. "Indeed, until we have built the kind of formal and informal IT and high-tech statewide support infrastructure in our state, none of these solutions stands a snowball's chance," Viane said.

Which puts the burden squarely on the shoulders...of everyone. The state and city need to crank in the kind of startup money like Pennsylvania and North Carolina, at $100M, PER YEAR. VC, angels, and institutional investors need to learn to take real risks with startups and to eliminate most of their silly filing requirements. And entrepreneurs need to work the street more, with the aid of the Coalition and anyone else they can find along the way, if they really want to get funding. If each group pulls in the same general direction, the media will get behind them, and eventually the public, who might just like the idea of a hot high-tech Illinois with plenty of $100,000/year high tech jobs and lower property taxes.

That collaborative effort, as Paul Doyle, Ron Ezsak, Gina Jones, Tom Thornton, and Janet Viane would all agree, is just what will shift our Midwestern mindset from hog butcher to high-tech entrepreneurs as the IT success stories start to roll in.

Chicago, The Silicon Prairie, home to more Macintosh-based startups than anyplace else in the world.

I like it. mt

Don Crabb is a Contributing Editor and columnist for Mac Today, a syndicated columnist for The Chicago Sun-Times, and a columnist or editor for many other publications. You may reach him via e-mail at don@doncrabb.com or via his Web site at www.doncrabb.com.

The Enemy Camp

—continued from page 26

Along with everything else, a startup version of WebObjects 4.0.1 with a 50-transaction-per-minute license also is part of the initial release. WebObjects is a powerful way to develop and deploy network applications for viewing through any Web browser, and currently runs many mission critical applications around the world including the Apple Store. While the 50-transaction-per-minute limit won't let you run a busy Web store, the developer tools are all included to get your site built before you spring for a higher-cost license.

One thing MacOS X Server is not is a workstation operating system. While the Blue Box offers support for most MacOS applications, it has all of the restrictions of traditional MacOS and severely bogs down the computer as a server. We will still need to wait for the MacOS X client release for use on desktop machines.

brave new world?

The iMac and MacOS X Server are the opening salvos in what may prove to be another personal computer revolution.

The iMac has already swept away the notion that personal computers must be nondescript beige boxes. Color and curved lines have come to the desktop. MacOS X client promises to bring increased reliability and improved performance to Macintoshes that are not part of a larger network.

In the long run, MacOS X Server may prove to be a much more significant product. It will finally put the Macintosh back into the server market. When it is combined later this year with MacOS X client, the next generation G4 processor with multiprocessors, larger backside cache, and a faster system bus, it can be a serious challenge to Windows 2000 as an enterprise server.

To answer my own questions:

Is Microsoft running scared?

The evidence would suggest that they are.

Should they be?

Absolutely! mt

Dr. Hallmark is the president of Hallmark Consulting, a Largo, Florida based Macintosh consulting firm, and is a member of the Apple Solutions Experts program. He can be reached at (727) 536-1020 or via email at RichardH 48@aol.com.

The BackDoor

—continued from page 28

ized that the 'List had accomplished pretty much all of the goals it had set out to do.

The very success of the list made it hard to remain relevant. There were days that I would find out about new issues and skirmishes via dozens of Websites before I finally waded through the waves of incoming mail to find the press release that precipitated those posts. When the 'List started, waiting a few days between receiving a post and actually posting it was fine. Today, it made the post almost comical, as it was old news.

So, as of March 31, 1999, after I had posted well over 5000 messages and had read an estimated 500,000 submissions (the actual number is really much larger), not to mention the countless posts from Guy and the "Analog Guy" herself, Michelle Sain, the EvangeList ceased publication.

coda

The honor of the last messages went to myself and Guy. Those have probably had varying degrees of coverage by the tme you read this.

The problem here is that I personally have no idea what's in those messages—I'm writing this four weeks before it all ends in a graceful concession to success, irrelevance self-made by spawning children that eventually consumed us. It's not easy by any stretch, and judging from how I feel now, I'm going to have a bit of a problem when I write that last post.

Salt water is very bad for keyboards, don't you know. mt

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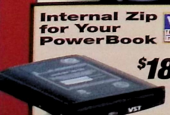

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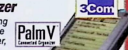

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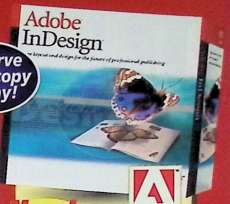

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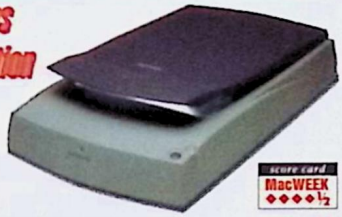

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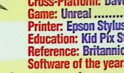

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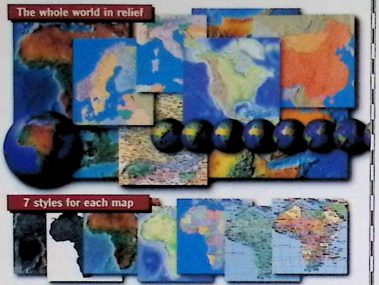

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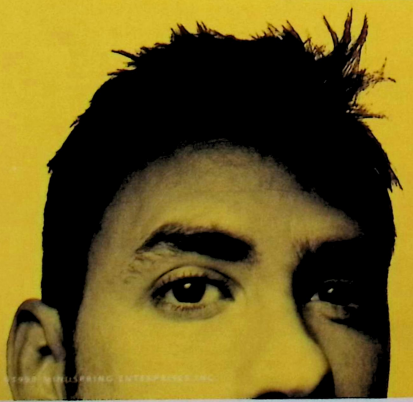

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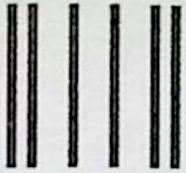

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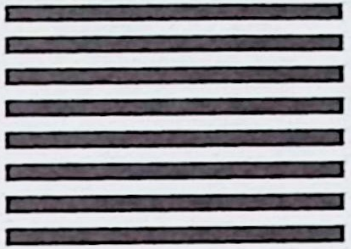

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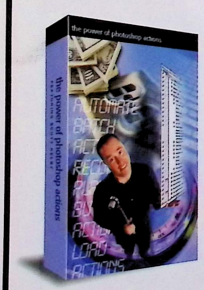

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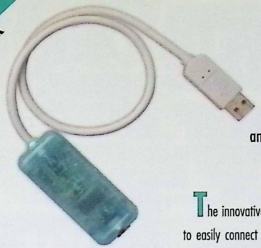

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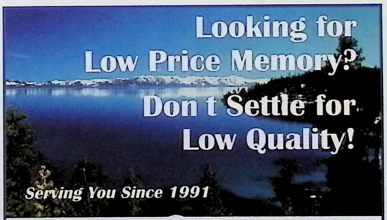

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Things you don't want—from pg. 78

Imation SuperDrive that uses 120-MB SuperDisks, but also reads and writes to the standard ol' 1.4-MB floppy disks you've been using for years. The only downside to the Imation drive is, you have to buy two, because they're pretty new (unlike the Zip) and you probably don't know many people who have one. (We've got one on a PowerBook G3, but we can't use it for much of anything, because we've only got one. I can't share SuperDisks with any other machine, or with any other person in my office because we stupidly bought only one. My advice to me? Buy another Imation drive and feel better about the first one.) This downside will probably cure itself as these new Imation drives proliferate.

(5) Don't piss Steve off.

Steve's the man. Steve's the king of the world. Steve's a billionaire. Gil Amelio hired Steve Jobs as a "part-time consultant." Steve's now iCEO, the success story of the '90s, and Gil, well, Gil's long gone. Where's Gil Amelio now? Fair question. My advice? Don't piss Steve off.

(6) Don't ever lose faith in Apple.

There's something very special about Apple, and nobody can really figure it out. Not the smartest Wall Street analysts who said Apple would be bankrupt by now (instead of having hundreds of millions in profits). Not the industry experts who've predicted Apple would be out of business years ago (but have been wrong for about 15 years straight). Not the biggest desktop computer maker (Compaq) who just posted another round of huge losses. As Editor of a Macintosh magazine for the past six years, I've seen Apple go through some pretty tough times, but I never lost faith that Apple would come back stronger than ever. They always do. Why? Because underneath it all, it's the best damn computer company there's ever been. Period. And the people who use the computers Apple makes, wouldn't use anything else. And thank God, there are millions and millions of us. mt

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[life in the mac lane]

BY SCOTT KELBY

Things you don't want to do:

Some advice on what to buy, when, and why (hey, that rhymes)

As you might expect, we get hundreds of emails each week from our readers and they range from really nice people who tell us they like what we're doing to humorless PC users who send us lightly cloaked death threats. Most of the time these PC users are just plain outraged at our jokes about PC users and Windows in general and they accuse us of everything from being secretly funded by Apple to creating the Ebola virus in our labs (neither is true, as far as you know).

We also get a lot of email from people asking our opinion on everything from which model of Macintosh to buy to how to hack into the Pentagon's military operations database (the second of which we would never divulge even though all Macintosh magazines have this information readily at their disposal [username: generalarmstrong, password: nightingale6]).

we get email from people who are about to make a bad decision, and want somebody to talk them back down off the ledge

In many cases these emails are from someone who senses they're about to make a bad decision and they just want somebody who'll talk them back down off the ledge. I answer a lot of these, so I thought I'd print some of my most common questions, and my answers (opinions) on things you don't want to do.

(1) Don't buy the slower model.

I get this one a lot. They're getting ready to buy a new Mac and they can't choose between the 300-MHz and the 350-MHz. This one is easy. Always, always, always buy the faster model. Why? Because I've never met anyone in my whole life who bought the faster machine and one day said, "Ya know, I wish I had bought the slower computer." If you do go ahead and buy the slower computer to save a few bucks, trust me, there will come a day you'll kick yourself (and gladly pay the difference) to get that extra speed, but it'll be too late. If you buy the faster machine, you'll earn the extra money back in short order from the time and aggravation you'll save yourself. Besides, having the faster machine is just more fun.

Same goes for monitor sizes: I get people who ask, "should I get a 15" or go for the 17"? Same answer: go for the bigger monitor. I doubt you'll ever say "Man, this monitor is just too big." Having a bigger monitor is really a treat, and you'll find that once you've worked on a 17", you can't think of going back to a 15". And a 21"? forget about it—it's monitor heaven. Buy one and you'll see what I mean.

(2) Don't wait for the faster model

Another email I get a lot is from someone who's ready to buy a new Mac, but they heard a rumor that Apple's working on a new faster model, so they're going to wait three, four, maybe 6 months until that new model is released. My advice? If it's not coming out within a month or so, buy now. You can't chase speed. That's because if you wait six months for the new faster Mac, another newer faster Mac will be coming out in three, four, or six months.

Take a look at the iMac. It came out last August with a speed of 233 MHz. By January it was up to 266 MHz, available in five different colors and it was $100 cheaper. By April the iMac was blazing along at 333 MHz. And if you buy one today, there'll be a bigger better version coming soon to a store near you. That's the way the computing industry is, and no matter when you buy yours, a faster, cheaper one with more features is already moving its way through the development cycle.

Think about it, why do you want a faster machine? So when you get it you'll be more productive, right? Well if you buy a new faster machine now (instead of waiting six months for that slightly faster model) you'll have a full six months of improved productivity that will pay for itself many times over before that other unit even ships. And you'll have six more months of fun and six fewer months of struggling along with that slow machine you're using now.

(3) Don't get caught in a crash without a backup

I get a number of emails that ask "Do you really need to back up your files daily?" My advice: Yes. Absolutely. It's a must. Now, *do* I back up daily? No. Weekly? No. Monthly, yeah, usually. Will I get burned one day for not backing up? Yes. Absolutely.

(4) Don't buy an iMac without buying something to get stuff out of it

If you're going to buy an iMac (and I do wholeheartedly recommend them to just about anyone for just about any reason) make sure you buy something to get your files out of that machine. If you're on a network, no sweat. Unless, of course, you want to transfer a file to your machine at home. No sweat, just email it to yourself. That's fine if you need to transfer a small text file, but if you need to transfer a 70-MB Photoshop file, the email workaround ain't gonna cut it. My advice? Buy a USB-compatible Zip drive. Everybody's got one (you probably have at least one already) and once you have a Zip drive, you're compatible with 'most everybody else, even yucky PC users.

If you don't want to go the Zip route, at least get an

continued on previous page

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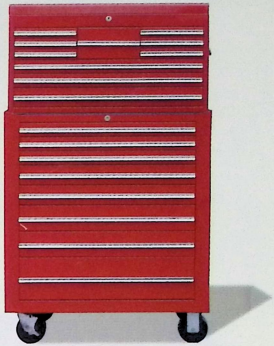

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